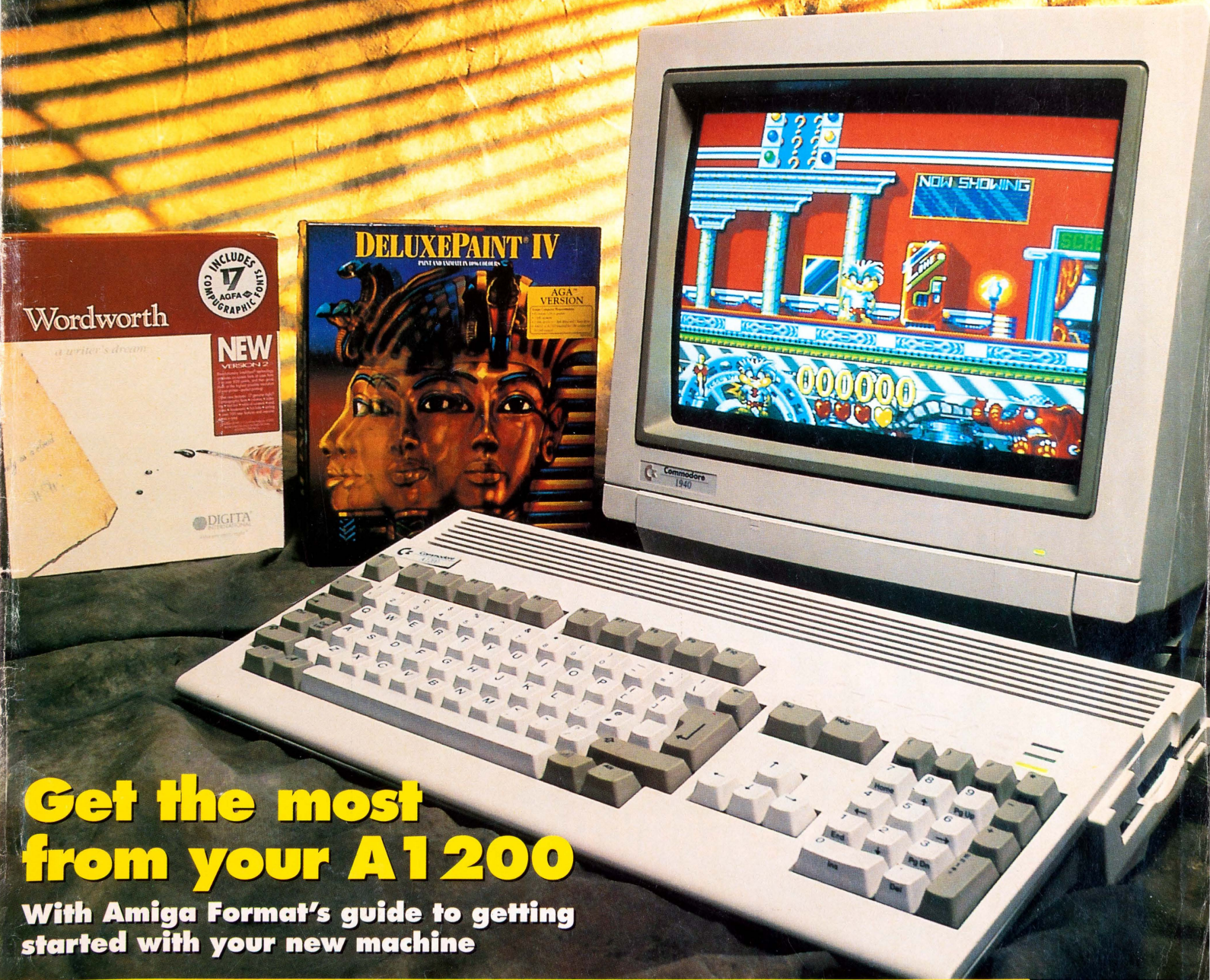
THE WORLD'S BEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

SPECIAL EDITION 1993 ■
FREE WITH THE
DESKTOP DYNAMITE BUNDLE



Get the most from your A1200

With Amiga Format's guide to getting started with your new machine

EVERY MONTH IN THE WORLD'S BEST AMIGA MAGAZINE: We review and rate the latest games, utilities and serious programs. We have pages and pages dedicated to answering reader enquiries.

- **We have features on the Amiga, its users and everything that's going on in the Amiga world.**
- **And best of all, it's all capped with 2 disks full of games demos, utilities and full programs.**

future PUBLISHING
Your guarantee of valu

WHEN THE STREET JUST AIN'T TOUGH ENOUGH...

GO PLAY IN THE PARK

IF IT'S NOT JURASSIC PARK IT'S EXTINCT

PC COMPATIBLES
CBM AMIGA
GAME BOY

ocean

SUPER NINTENDO ENTERTAINMENT SYSTEM
Nintendo ENTERTAINMENT SYSTEM

OCEAN SOFTWARE LIMITED . 2 CASTLE STREET . CASTLEFIELD . MANCHESTER . M3 4LZ

AMIGA FORMAT SPECIAL EDITION 1993

EDITORIAL DEPARTMENT

EDITOR — Marcus Dyson
DEPUTY EDITOR — Julie 'Trulie' Tolley
CONSULTANT EDITOR — Nick Veitch
CONSULTANT EDITOR — Tim Smith
PRODUCTION EDITOR — Richard Jones
PRODUCTION — Steve Faragher
GAMES EDITOR — Rob Mead
STAFF WRITER — Richard Baguley
STAFF WRITER — Stephen Bradley
EDITORIAL CONSULTANT — Chris Lloyd

ART DEPARTMENT

ART EDITOR — Sue 'Stu' White
DESIGN — Jess 'Jeff' Bennett
CONSULTANT DESIGN — John Billington

EDITORIAL CONTRIBUTORS

Damien Noonan, Andy Nuttall, Brian Larkman

PHOTOGRAPHY

Ashton James, Pete Canning

ADVERTISING DEPARTMENT

GROUP AD MANAGER — Jonathan Bint
ADVERTISING MANAGER — Jackie Garford
SALES EXEC — Anne Green
ADVERTISING COMPLAINTS — Alison Winter

PRODUCTION

GROUP PROD MANAGER — Judith Middleton
ADVERTISING PRODUCTION — Charlotte Brock, Craig Broadbridge
PROD CONTROLLER — Claire Thomas
PROD CONTROL ASSNT — Ginette McKeown
ADVERTISING DESIGN — Laura MacGregor, Lisa Withey
PAPER CONTROLLER — Fiona Deane

PUBLISHING

PROMOTIONS ASSISTANT — Tamara Ward
CIRCULATION MANAGER — Jon Bickley
CIRCULATION ASSISTANT — Kate Elston
PUBLISHER — Greg Ingham
ADMIN ASSNT — Suzannah Angelo-Sparling
COLOUR SCANNING — Simon Windsor, Chris Stocker and Jon Moore
COLOUR ORIGINATORS — Phoenix Repro
PRINTED IN THE UK BY — St Ives PLC
NEWSTRADE DISTRIBUTION, UK — Future Publishing, 0225 442244
NEWSTRADE DISTRIBUTION, OVERSEAS — MMC Ltd 0483 211222

AMIGA FORMAT
30 Monmouth Street
Bath, Avon, BA1 2BW
Telephone 0225 442244
Facsimile 0225 318740
EMAIL: 2:250/107.95@FIDONET.ORG
AMFORMAT@CIX.COMPULINK.CO.UK

SUBSCRIPTIONS, BACK ISSUES and MAIL ORDER
Future Publishing, Somerton,
Somerset, TA11 6TB
Telephone 0458 74011
Facsimile 0458 74378

ABC
Member of the Audit Bureau of Circulations.
Registered Circulation **144,330**
July – December 1992

Home of Britain's finest magazines.
AMIGA FORMAT
Amiga Format Specials • Amiga Power • Amiga Shopper • Commodore Format • Total • ST Format • Mega • SuperPlay • Amstrad Action • PC Format • Amiga Shopper • GamesMaster • Mac Format • Edge
and quite a few others too...

© 1993 Future PUBLISHING

No part of this publication may be transmitted or reproduced in any form without the permission of the publishers.

Your guarantee of value

This mag comes from Future Publishing, a company founded just eight years ago but now selling more computer magazines than any other in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the very best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our crayon-wielders highlight key elements by using charts, diagrams, summary boxes, and so on...

Greater relevance. At Future, Editors operate under two golden rules: ● Understand your readers' needs. ● Then satisfy them.

More reader interaction. We draw on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money.
More pages, better quality – magazines you can trust.

WELCOME TO THE AMIGA...

Hello, and congratulations on your purchase.

When we first launched the Amiga it was one name among many in the home computer market. Quickly it became the market leader. Today, if you want a home computer, you buy an Amiga. It's truly seen off the opposition.

And quite right too. No rival could live with the Amiga's combination of technological sophistication and sleek design - not to mention price.

But it's our famous 'bundles' which have really made us the users' choice. And this year I believe we have come up with another winner.

The machine you hold in your hands is the culmination of six years of Amiga development. Not long ago its 32-bit 'engine', 16.8 million colour palette and 2Mb of RAM would have been possible only at the most exclusive end of the market.

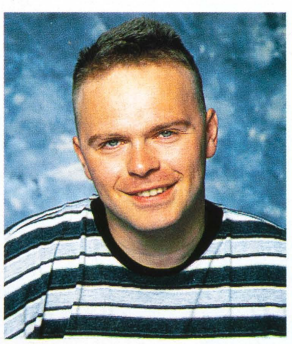
Now they are yours to keep, giving you the capability to explore animation, graphics, business software and of course, the best in the games world.

In *Wordworth*, *Print Manager*, *Deluxe Paint*, *Oscar* and *Dennis* we've put together a combination of software which will be the best possible start to your Amiga adventure. There's something here for everyone. And don't forget that, bought separately, these titles would cost over £200.

So, finally, let me welcome you to the Amiga community. I'm sure you'll be very happy here.

David Pleasance - Joint managing Director Commodore UK.

WELCOME TO AMIGA FORMAT



Hi there, and welcome to *Amiga Format*!

I'm Marcus Dyson and I'm the Editor of the famous *Amiga Format*, the world's best magazine dedicated exclusively to Amiga users. This is the third year running that we've teamed up with Commodore, the makers of the Amiga, to bring new Amiga owners this special issue of the magazine.

The idea is to give you a little bit of help in your first few days with your new machine and also to give you a bit of an idea of what's on offer every month in *Amiga Format*. So what have we got for you in this special issue? Well, firstly there's a fascinating feature on the history of the Amiga, which will help you get an idea of the background of the first 32-bit home computer. Then there are our recommendations as to the best games to get and play on your machine. After that there are a few hints and tips to help you get to grips with *Oscar* and *Dennis the Menace*, the two games you got with your A1200.

The Amiga is one hell of a great games machine, but it's also the most powerful and flexible creative computer on offer. So we've also got four pages packed with tips on how to get the best from *Wordworth* and *Deluxe Paint 4*. Both of these excellent packages get the most out of the powerful AGA chipset in your machine.

After you've explored *DPaint* and *Wordworth* to the full you may wish to expand your software and hardware collection even further. We take a long look at what's on offer to turn your Amiga into a super-computer set up.

Later in the mag we take a glance at the world of public domain software. When you discover what useful utilities and great games you can get for next to nothing you're sure to want to give them a try.

We tie the whole lot up with a taster of *Amiga Format*'s regular Workbench section, a part of the magazine dedicated to solving our readers' technical problems.

All this is just a taster of what *Amiga Format* brings its readers every month. Add to this two Coverdisks packed with game demos, utilities and even full price software packages, and you have to agree, it's the best buy for any Amiga owner.

Marcus Dyson – Editor, Amiga Format

Contents

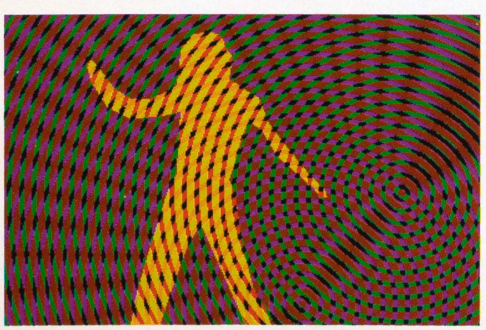
AMIGA FORMAT SPECIAL ISSUE ● AUTUMN 1993

Welcome to this completely exclusive special issue of Amiga Format. Here's what we've got on offer for you in this extravaganza.

What part did fab American retro-popsters The B-52s have to play in the history of the Amiga? Find out on Page 10.

Can you get to the end of the first level of *Oscar*? You will be able to after you've read our hints and tips on Page 18.

If you dream of turning your A1200 into a powerful computer workstation, don't miss our expansion feature on Page 28.



Would you like the key to a world of great cheap games and utilities? Find out about the Public Domain on Page 34.

Getting started

Find out what to do (and what not to) with your new Amiga **page 6**
Every month *Amiga Format* gives our readers the best advice

History lesson

Discover how the Amiga became the best home computer **page 10**
Every month *Amiga Format* features interesting and informative articles on the Amiga world

Screenplay

Find out what are the best Amiga games — EVER! **page 12**
Every month *Amiga Format* has pages and pages of games news, previews and reviews

Gamebusters

Discover how to beat Oscar and Dennis **page 18**
Every month *Amiga Format* brings you tips, hints and cheats for the latest games smashes

Deluxe Paint IV

Get the most out of this fantastic paint program **page 22**
Every month *Amiga Format* brings you the latest graphics news and reviews

Wordworth

Get the most out of your powerful document processor **page 24**
Every month *Amiga Format* has hints and tips on getting the most out of your software

Expanding your system

Get yourself more power for your machine **page 28**
Every month *Amiga Format* reviews and rates the best (and worst) software and hardware

Public Domain

Get a load of great software for next to nothing **page 34**
Every month *Amiga Format* tells you what to get and what to miss in the world of free software

Workbench

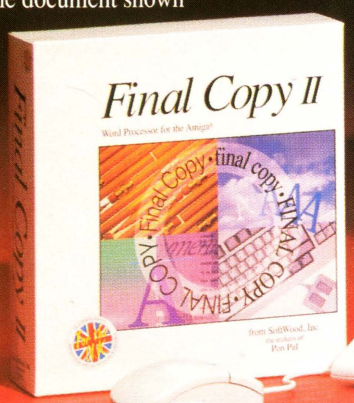
Get your technical problems solved **page 36**
Every month we devote pages of *Amiga Format* to helping solve our readers' technical queries

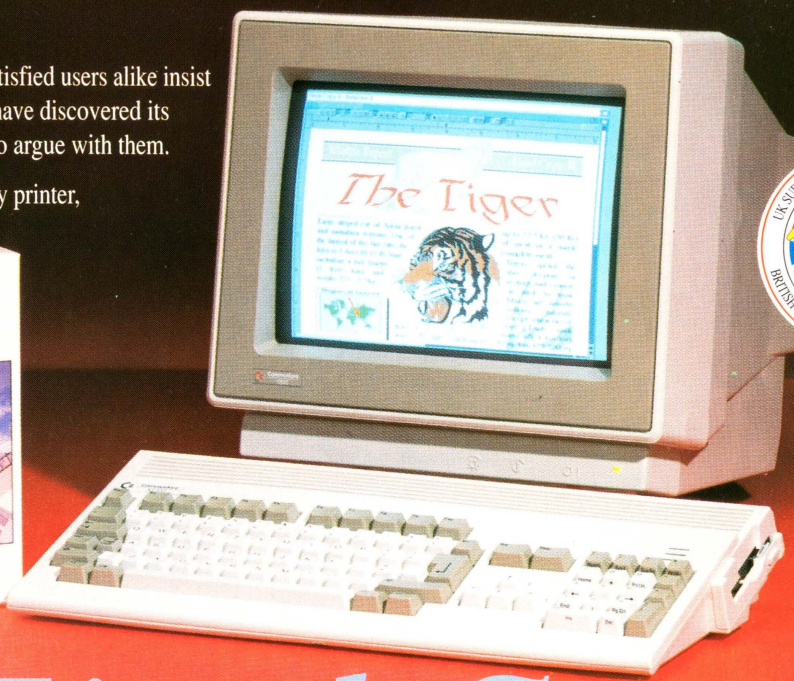
Who says Final Copy II is the Best Word Publishing Program?

Not *just* thousands of satisfied Amiga owners, but Amiga Format too!

We call it a Word Processor, but if both experts and satisfied users alike insist on calling *Final CopyII* a 'Word Publisher' [once they have discovered its unique blend of powerful features], we're not about to argue with them.

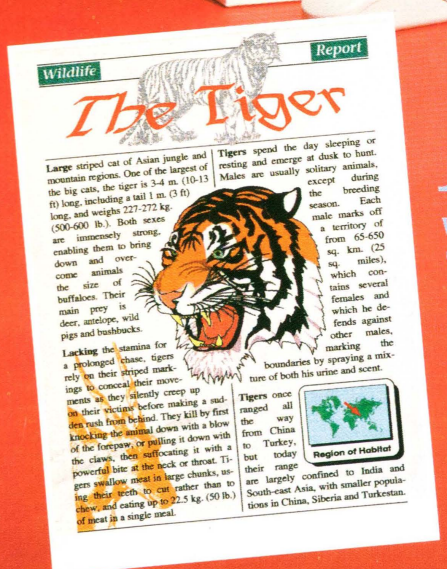
Final Copy coined the phrase "Perfect Printing" on any printer, and we mean it... the document shown below proves it! We hope you too will find that *Final CopyII* is Perfect for *your* printing!





UK SUPPORTED VERSION
For the U.K...
BRITISH-ENGLISH SPELLING DICTIONARY & THESAURUS

Please look for a UK logo on the box as your guarantee of technical support and future upgrade offers. British-English, French and German versions available worldwide.


Wildlife Report

The Tiger

Large striped cat of Asian jungle and mountain regions. One of the largest of the big cats, the tiger is 3-4 m. (10-13 ft) long, including a tail 1 m. (3 ft) long, and weighs 227-272 kg. (500-600 lb.). Both sexes are immensely strong, enabling them to bring down and overcome animals the size of buffaloes. Their main prey is deer, antelope, wild pigs and bushbucks.

Tigers spend the day sleeping or resting and emerge at dusk to hunt. Males are usually solitary animals, except during the breeding season. Each male marks off a territory of from 65-650 sq. km. (25 sq. miles), which contains several females and which he defends against other males, marking the boundaries by spraying a mixture of both his urine and scent.

Lacking the stamina for a prolonged chase, tigers rely on their striped markings to conceal their movements as they silently creep up on their victims before making a sudden rush from behind. They kill by first knocking the animal down with a blow of the forepaw, or pulling it down with the claws, then suffocating it with a powerful bite at the neck or throat. Tigers swallow meat in large chunks, using their teeth to cut rather than to chew, and eating up to 22.5 kg. (50 lb.) of meat in a single meal.

Tigers once ranged all the way from China to Turkey, but today their range are largely confined to India and South-east Asia, with smaller populations in China, Siberia and Turkestan.

Region of Habitat

Final Copy coined the phrase "Perfect Printing on any Printer". We mean it - this document proves it!

Created in Final Copy II and printed on a standard 24-pin Citizen, it shows a small number of Final Copy II's features: Smooth Scaleable Outline Fonts, Multiple Columns, Drawing Tools for Boxes, Borders, Shadows, Lines and Arrows, White-Out Text, Text Printed over Graphics, Text Obliquing, Auto-Flow Text around Graphics and of course, Import of Colour/Mono Graphics Pictures.

Final CopyII

£99.95 or less
Release 2.0 (AGA)

Word Publishers go beyond simply producing normal letters and documents (at which *Final CopyII* naturally excels) and progress into a world where how the whole document looks is just as important as what it says. Admittedly, this can be achieved with Desk Top Publishers, but they can't easily be used as Word Processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. This is where *Final CopyII* offers the perfect balance between the two requirements. Ease and speed of use, combined with complete control and perfect final printed presentation. **Complete control over how documents look, now YOU have it at your finger tips on your Amiga!**

Features include:
On-Screen Drawing Tools for generating boxes, borders, and lines or arrows at any angle, Multiple Newspaper Style snaking columns, combined with the unique ability to use the same PostScript outline fonts - on absolutely any printer in portrait or landscape. Text Auto-Flows around graphic objects and imported pictures, which can be placed anywhere, scaled and cropped, with no loss of printing quality. Text can also be printed actually over graphics (refer to "The Tiger" heading on our document).All these features mean that no matter what you may have thought, no other Amiga Word Processor has all the capabilities that *Final CopyII* users now simply take for granted!

We don't have room to list EVERY feature that *Final CopyII* can boast, so please call for your free DETAILED information pack now.

SoftWood - Quality software for your Amiga

With Final Copy II you're not just getting a one off product! SoftWood are acknowledged as the World's leading software company who develop for the Amiga, and no other system. Once you're a registered SoftWood product owner, you'll be gaining access to unlimited free technical support (others charge), and preferential upgrades to new versions of this and other exciting products being developed right now!

Compatible with all Amigas from A500 to latest A1200/A4000 ranges with either second floppy or hard drive.Minimum 1Mb. available free RAM required (A600 hard drive - 1.5Mb). As with all advanced graphical programs, extra memory (eg. 1.5/2Mb. - more the better) is required to exploit all features.

Available from all good Amiga Software Dealers,
or contact your nearest SoftWood Agent for a list of stockists in your country....

SoftWood Products Europe - UK
PO Box 19 Alfreton Derbyshire DE55 7BP

TupSoft - Australia/New Zealand
9 Miller Avenue Hornsby NSW 2077

VEM (Essonne Mailing) - France
14 rue de Bois Sauvage 91055 EVRY Cedex

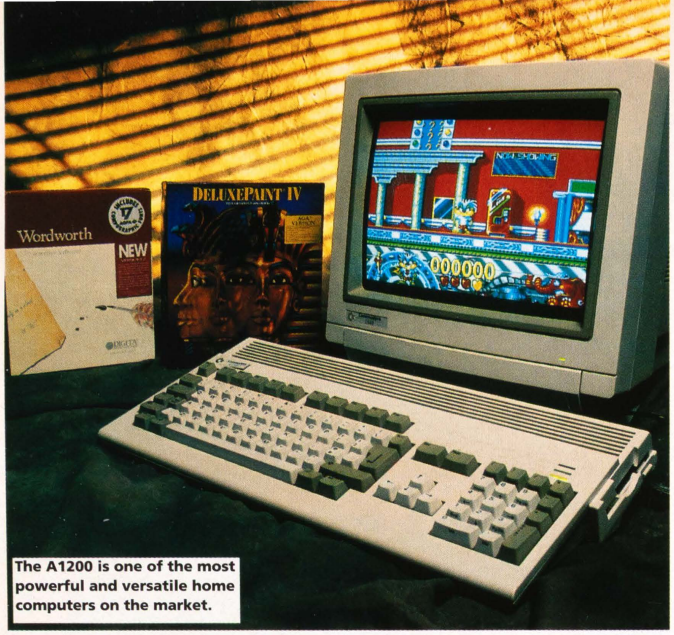
Amiga Oberland - Germany
In der Schneithohl 5 W-6242 Kronberg 2 Frankfurt

Please rush my personal copy of the detailed Final Copy II information pack, including samples from popular printers, and a list of stockists to... clip the coupon

Name & Address:

MIB

All registered trademarks acknowledged, other product names are the property of their respective owners.



The A1200 is one of the most powerful and versatile home computers on the market.

GETTING STARTED

Now that you've brought your A1200 home from the shop and opened the box, here's what to do next...

AMIGAS ARE FOUND throughout the world, from Sunset Strip to Scarborough, from Bognor Regis to Bonn, from the Antipodes to the Arctic Circle.

There are over 1.5 million Amiga owners in the UK, which makes it one of the most popular home computers of all time and also means there are lots of shops, clubs and shows all over the country - you are never alone with an Amiga.

Keen gamers will be pleased to discover that there are literally many hundreds of titles to choose from. All the major games are released in Amiga format, and reviewed in *Amiga Format*! With its custom chips, huge colour palette, super processor and massive RAM, the A1200 is more than a match for any console.

The more technically minded will be pleased to hear that if an application exists, it probably exists on the Amiga. From word processors, databases and desktop publishing packages to more obscure PCB routers, knitting pattern designers and genealogy programs, there is a wealth of software available – some of it is even free in the Public Domain.

Enthusiasts can also use the Amiga to expand the scope of their other hobbies; with its terrific sound and graphics the Amiga can prove to be a valuable colleague when it comes to making music or creating your own artwork.

Over the coming pages you will get a brief taste of what the future has in store for you and the new Amiga you have been discerning enough to buy.

We are sure that your new Amiga will become a useful addition to your life, whether you use it for music, graphics or playing games and we are equally confident that you will find *Amiga Format* an indispensable guide to getting the most from your machine, every month!

TEN TOP TIPS FOR A GOOD START

1 Always make sure to make back-up copies of your original Workbench disks. Accidents can happen, but if you have a spare you are always safe.

2 If you turn off your Amiga, leave it alone for at least 15 seconds before you turn it on . Shorter delays can result in memory remaining in your machine.

3 Never attach anything (printers, disk drives and so on) to your Amiga while it is still switched on because this could damage your new machine.

4 Always store your disks in a sensible place - away from excessive heat, cold direct sunlight and things that give out magnetic fields (such as telephones, TVs and loudspeakers).

5 Never remove a disk from the disk drive while it is being accessed. This can damage the disk data and drive as well. Wait for the disk drive light to go off.

6 If your Amiga fails to start up, always turn it off and check that all the cables are connected to the right places and are fitted properly. Incorrectly fitted cables can damage your machine.

7 Try not to eat or drink near your machine. Not only will little bits of bread, crisps or cake get stuck in the keyboard (yuck) but a can of drink sloshed all over the keyboard is guaranteed to ruin your Amiga.

8 Try to keep your machine in a dust-free environment. A build-up of smoke or dust can detract from the performance of your disk drive.

9 Never try to clean your machine with anything other than proper computer cleaning fluids. Don't use lighter fuel .

10 Always make sure that you buy *Amiga Format* for the most up-to-date information on your Amiga.

The AMIGA Family

YOUR A1200 IS part of a whole range of Amiga computers, which started appearing in 1986. The design has come a long way since those days, but many of those older machines are still in useful service. Here is a guide to the other Amigas and how the Amiga success story first started.

A1000

The original Amiga was launched way back in 1986. It looked very much like the A2000, but had only 256K of memory and the entire operating system came on floppy disk. And it cost about £1500!

At the time, though, it was impressive enough to inspire a great many people, some of them famous names like pop artists and friend and mentor of the Velvet Underground, Andy Warhol, to get involved in what was regarded as a new adventure in home computing.

The A1000 is no longer in production, but there are still a surprisingly large number of them being lovingly cared for all over the world.

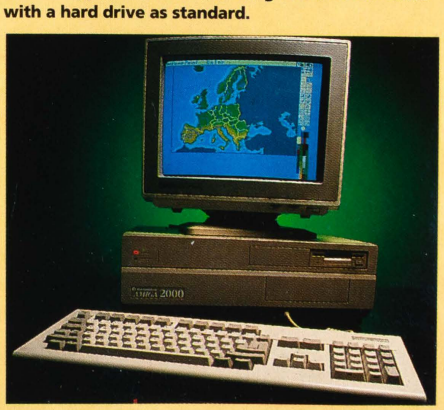
A500

The A500 was introduced in 1987 and was still being manufactured in 1991. It replaced the A1000 and introduced the world to Workbench 1.2. With an impressive 512K of memory, plus the Paula, Agnus and Denise chipset, this is the machine that forged an empire for the Amiga. The A500 had two expansion slots, one underneath and one on the side.

The A500 was the machine that put Commodore at the front of the pack in the home computer market.

A2000

The A2000 was the big brother to the A500. It was essentially the same except it came in a big box and had 1Mb of memory, seven expansion slots, and a custom video slot. The A2000 formed the basis of NewTek's Video Toaster and opened the door to serious applications on the Amiga. The A2000 came with a hard drive as standard.

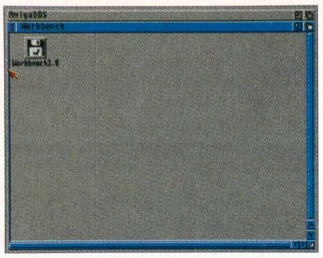


The A2000 did much to establish the Amiga as a computer capable of carrying out serious applications.

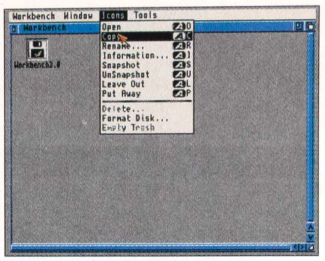
FIRST THINGS FIRST

The first thing you should do when you get your machine (well, after you have played with the games) is to make back-up copies of all your original AmigaDOS disks - the Workbench disks - and also of the *Wordworth* and *Deluxe Paint* disks included in your pack.

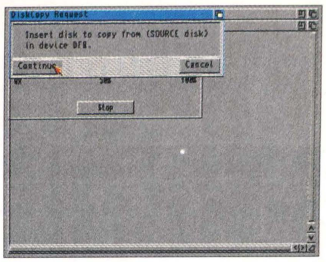
This is a fairly simple operation; all you need are a number of blank disks and your very best typing fingers at the ready. Once you have the blanks ready, just follow these ever-so simple steps:



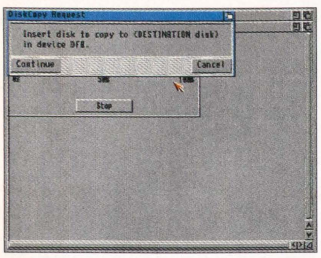
1 Turn on your Amiga. When prompted insert your Workbench disk into the drive. It will take a while for the computer to read the disk. Wait for this screen to appear.



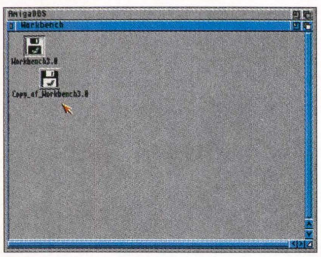
2 Now, using the left mouse button, click once on the icon which says Workbench underneath it. Hold down the right mouse button and move the pointer to the top of the screen.



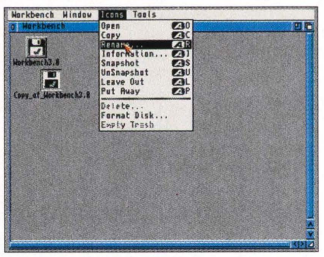
3 A dialogue box will appear in the top left of the screen asking you to insert the source disk. In this case it is already inserted, so click on "OK".



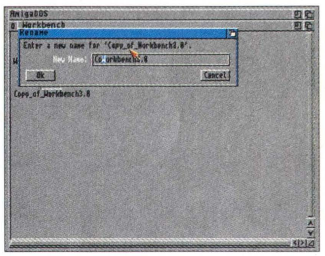
4 The Amiga will now read the disk. This may take a while. When it has finished you will get a message asking you to insert the destination disk.



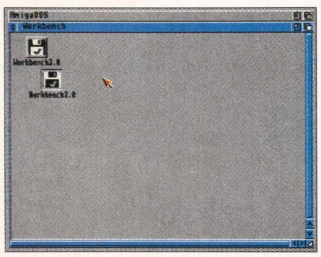
5 Remove the Workbench disk from the drive and insert a blank disk. Click on OK again and the Amiga will write all the information onto the disk. This will take about a minute.



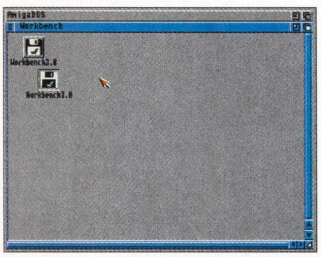
6 It is a good idea to rename the disk. Select it again and choose rename from the Icons menu.



7 A text string will appear on the screen. It is enough to delete the "Copy_of_" part of the name using the cursor keys and backspace key. Then press return.



8 You will now have two disks with Icons exactly the same on your Workbench screen.



9 It can be confusing to have disks called the same name, but you should only ever use the originals to make copies of anyway.

10 Once you have made copies of your original Workbench disks you should store them away in a safe place, preferably in a secure disk box kept well away from any magnets (like TV sets, telephones and loudspeakers.

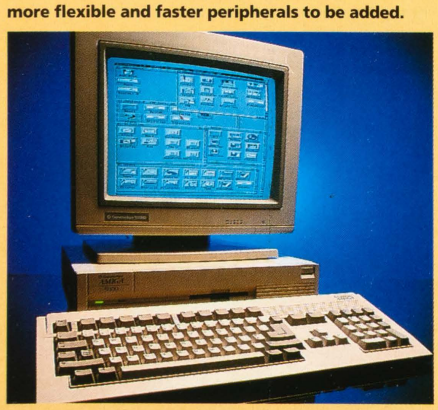
11 You can repeat this process for any disk, by repeating the steps above but selecting that disk's icon instead of the Workbench disk. It is a very good idea to make copies of all your original applications. Games disks are protected against copying, but applications (such as the copy of *DPaint* in your pack) allow you to make security backups. If you do damage your original disks it may be a costly and time-consuming operation to replace them.

You will often find it useful to rename disks that you have copied so that they are called exactly the same as the original. This is because the programs on these disks may expect the disk to have that name, and not another one.

If after making copies, the programs keep asking for your original disks it is very likely that this is the problem. Check again that the name you have given your copy is *exactly* the same as the original.

A3000

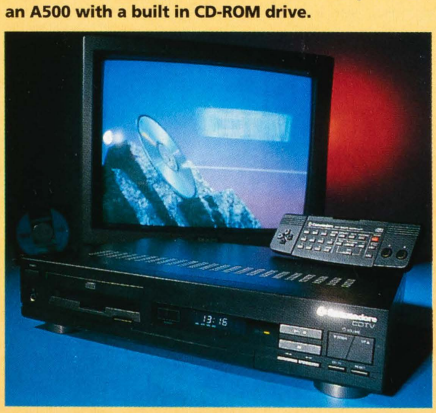
The first Workbench 2 machine was a redesign of the A2000 intended to be a graphics work station. Based around the then cutting edge Motorola 68030 chip, it was around seven times faster than the original Amiga. It also sported a new version of the Zorro interface standard, Zorro III, which allowed more flexible and faster peripherals to be added.



The A3000 was a redesign of the A2000 which was intended to be a high-end graphics work station.

CDTV

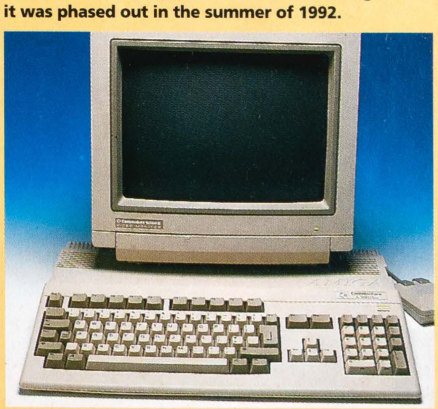
CDTV stands for Commodore Dynamic Total Vision and was a forerunner of the new CD^{32} console. CDTV was intended to introduce a new concept in home entertainment by combining the concept of CD and computer. Although it was ahead of its time, CDTV was not a huge success and essentially it was an A500 with a built in CD-ROM drive.



CDTV was undoubtedly ahead of its times, but sadly it failed to capture the public's imagination.

A500 PLUS

This machine came as a surprise to many as it infiltrated boxes over Christmas '91. The reason was that supplies of the original A500 had dried up. The A500 Plus was similar to the A500, except it included the Enhanced Chip Set, Workbench 2.04 and 1Mb of memory. The shortest-lived Amiga ever, it was phased out in the summer of 1992.



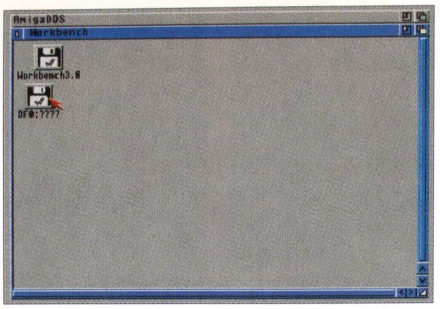
The A500 Plus came as something of a surprise when it appeared in shops over the Christmas of 1991.

FORMATTING A DISK

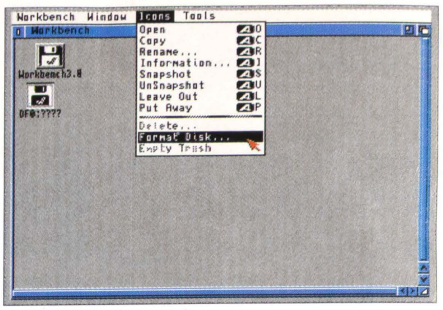
In order to use a blank disk with the Amiga it must first be formatted. This process creates space on the disk for files and directories and records data onto the disk that will tell the computer what type of disk it is.

You can format any write-enabled disk, but the process will destroy any data that happens to be on it. Formatting can be a quick way of deleting the unwanted contents of a disk, though.

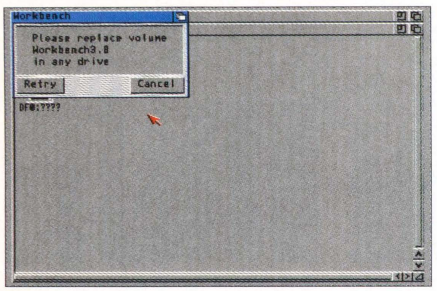
To format a disk you must start up your machine and insert the Workbench disk (or preferably a copy of it). When the Workbench window appears, follow these simple steps.



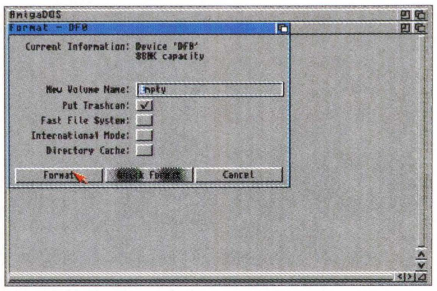
1 Remove your Workbench and insert a blank disk An icon will appear with "Df0:???" underneath it. Select this icon by clicking on it once.



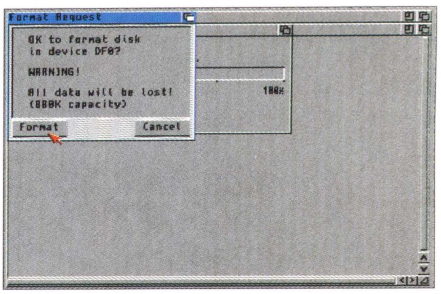
2 Holding down the right mouse button, move the pointer to the "icon" menu. Select Format from the menu and release the button.



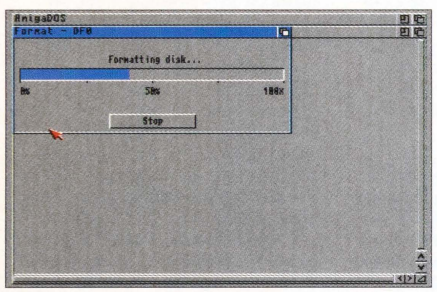
3 A requester will appear asking you to replace your Workbench disk in the drive. If you replace the disk, the requester will disappear.



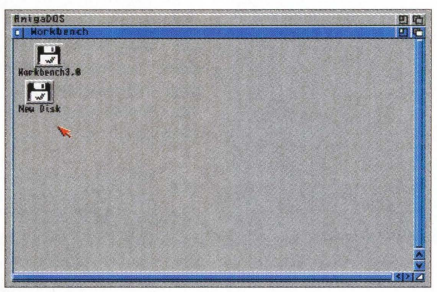
4 A requester will appear with several check boxes, a text gadget and three buttons along the bottom. You may type in a name for the new disk now, simply by entering it with the keyboard and pressing the Return key.



5 You should replace the disk to be formatted in the drive and click on the "format" button in the requester which appears.



6 The disk will begin to format. This will take around about one minute.



7 When the process is finished a new disk icon will appear on the Workbench screen.

EVERY MONTH IN AMIGA FORMAT

We can make your Amiga-using life so much easier by keeping you in touch with all the latest Amiga developments and explaining them to you in easy to follow walk-throughs compiled by our team of Amiga experts.

To get the most out of your Amiga you'll need to keep up with all the new software and hardware releases, to make sure you are buying the programs and add-ons you really need. So if you want to read the best full-reviews first, read them in *Amiga Format*.

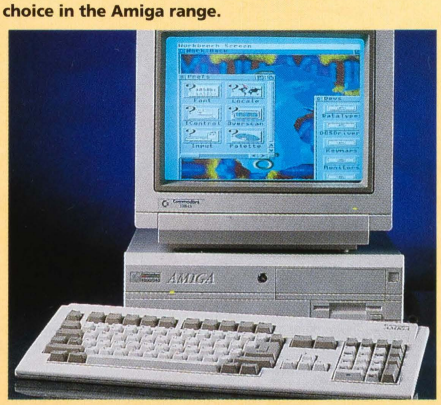
A600

This machine, still in production, replaced the A500 Plus. It was a radical redesign with a much smaller case, at the cost of the numeric keypad. Instead of the side expansion port it has a PCMCIA socket, the same as the one found on the A1200. This was the first low-end Amiga to come with an internal hard drive as an option.

The A600 replaced the A500 and was the first low-end Amiga to come with an optional internal hard drive.

A4000

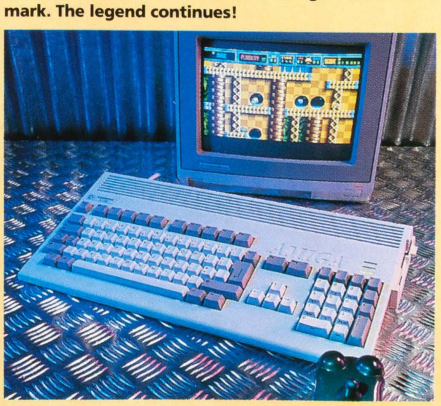
The flagship AGA machine was launched towards the end of '92. The awesome power of the A4000's graphics chips was later to be included in the A1200. With a standard 6Mb of memory and a choice of '030 or '040 processors this machine quickly established itself as the professional's choice in the Amiga range.



The A4000 can open the door to a world of incredible graphic capabilities and amazing processing power.

A1200

The entry-level AGA machine is superb value. With the new chip set, 2Mb of RAM and 68020 processor this is the home user's choice. The A1200 will be with us for many years to come, combining the power of machines costing twice the price with the ease of use that has become the Amiga's trademark. The legend continues!



The A1200 represents incredible value and is one of the most powerful home computers on the market.

FREE 64 PAGE AMIGA CATALOGUE
RETURN THE COUPON BELOW FOR YOUR COPY

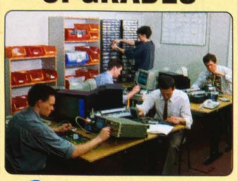
QUALITY PERIPHERALS FOR YOUR AMIGA 1200

FROM SILICA SYSTEMS - THE UK's No1 AMIGA SPECIALIST

Silica Systems are the UK's leading Amiga specialist. We have the largest range of Amiga products in the UK and support Amiga owners with free literature and a free technical helpline.

Return the coupon below for a FREE copy of our latest colour Amiga catalogue featuring the full Silica Amiga product range.

UPGRADES



Commodore APPROVED UPGRADES

Silica Systems are a fully Authorised Amiga Dealer. This means that we can upgrade Amiga 1200s for new and existing owners without affecting Commodore's Official 1 Year On-Site Warranty.
When you want to upgrade your Amiga 1200, eg. with an internal hard disk drive for extra speed and storage, choose the Official Silica Systems Service, which includes:

- *FAST, 48 Hour Service*
- *20 Trained Technicians*
- *Latest Test Equipment*
- *1,000s of Parts In Stock*
- *We Can Collect (£5+VAT)*
- *FREE Return Courier*

Return the coupon below for full details of hard drive sizes, pricing and upgrade services

MUSIC

MIDI INTERFACE | MUSIC X SOFTWARE

If you are interested in making music with a MIDI instrument, you will require a MIDI Interface and music software. MIDI is the standard protocol that is used when connecting electronic instruments, eg a MIDI compatible keyboard or drums, to your Amiga.

MIDI INTERFACE
- *1x MIDI In, 3x MIDI Out, 1x MIDI Thru*
- *Includes Cables*

MUSIC X SOFTWARE is a high quality, easy to use 250 track sequencer, which allows you to edit your recorded sound tracks on screen and save them onto disk for reloading as necessary. It contains all the features you need to compose first class music on your Amiga 1200.
- *250 Track Sequencer with 20 Track Simultaneous Play*
- *On-screen Sequencer Editing*

MIDI INTERFACE **£19** INC VAT MUS 4220
MUSIC X **£24.95** INC VAT ASM 9002

SPECIAL EFFECTS

CINEMORPH MORPHING SOFTWARE

The Amiga 1200, with its new AGA Chipset, has graphics abilities that are second to none. Cinemorph software from GVP, manufacturers of premier Amiga peripherals, helps you to take full advantage of this ability with the special effect of morphing. Morphing is the transformation of one image or just a part of an image into another through a series of stages, creating dazzling special effects. These intermediate images can be saved for use in documents and presentations and manipulated using D. Paint. With a video genlock you can overlay your 'morphs' onto your favourite video. (Requires 4Mb RAM).
- *Supports the AGA Chipset*
- *Static or Full Motion Morphing*
- *Fast Operation and Render Times*
- *Single Image Warping*
- *Sophisticated Morphing Technology*

CINEMORPH **£24.95** INC VAT ASC 4422

SOUND SAMPLER

GVP DSS8+ 8-BIT SOUND SAMPLER

A sound sampler allows you to capture sounds from an external source, eg. a CD player, tape recorder or microphone, and then play the sounds back on your Amiga .
GVP's DSS8+ is the ultimate professional 8-bit sound sampler, which features a 4 track sequencer and full editing features. Create your own audio effects from sampled sounds and use them with games, in your presentations or just for fun.
- *Attractively Styled in High Impact, Non-Yellowing, Clear Polycarbonate*
- *Holds Up To 31 Samples in Memory*
- *MOD File & MIDI Compatible*
- *Real-Time Oscilloscope, Spectrum Analysis, Echo and Reverberation*
- *Graphic Editing of Wave Forms*
- *Stereo or Mono Operation*
- *4 Track Sequencer*
- *Playback via 4 Audio Channels*

DSS8+ SOUND SAMPLER **£69** INC VAT MUS 2510

DISK DRIVE

3½" EXTERNAL FLOPPY DISK DRIVE

Your Amiga 1200 has 1 internal floppy disk drive as standard. A second external floppy drive will speed up the use of your computer, especially when running any serious applications or the latest games. A single drive, means constant swopping of disks and considerable waiting time. A second drive, improves software loading times and programs run more quickly, not having to wait for disk insertions. The Roctec Roclite 3½" drive is expertly designed and styled to match your Amiga and includes the following features:
- *Built-in Anti-Virus Feature*
- *On/Off/Disable 'Anti Virus' Mode*
- *Anti-Click Built-In*
- *Allows Additional Drives to be Attached (Daisychainable)*
- *Aluminium Case*
- *Ultra Low Power Consumption*

ROCTEC ROCLITE **£59** INC VAT DRI 2969

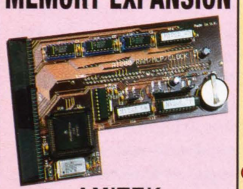
DIGITISER

VIDI-12 DIGITISER

Using a state-of-the-art VIDI-12 digitiser, just connect your Amiga 1200 to a video recorder or camcorder and capture a 'real world' image into your computer. Your captured images can then be manipulated using Amiga software such as D.Paint or Cinemorph. Your final graphics can be used in hundreds of applications.
- *Supports the AGA Chipset*
- *Cut and Paste with Masking*
- *Capture into User Definable Window*
- *Load and Save IFF, ILBM and ANIMATION Files*
- *Grab Flipped on an X or Y Axis*
- *Multi Frame Store*
- *Animated Playback*
- *SVHS and Composite Phone Video Inputs*

VIDI-12 DIGITISER **£79** INC VAT VID 3212

MEMORY EXPANSION



AMITEK RAM BOARD

Adding extra memory (RAM) to your Amiga 1200 computer, will produce a massive improvement in its speed and power. Amitek are one of the leading Amiga peripheral developers and their A1200 RAM upgrade board is one of the best available. It comes unpopulated and uses 72-pin 32-bit fast RAM, which allows the Amiga 1200 to run twice as fast as a standard machine. The board can be populated in 1Mb, 2Mb, 4Mb and 8Mb configurations and an optional Floating Point Unit (FPU) is available, to greatly speed up software programs that involve mathematical calculations.
- *8Mb 32-bit RAM Board (0Mb populated) - Can be Populated to 1Mb, 2Mb, 4Mb or 8Mb RAM*
- *Battery Backed Clock*
- *2 Year Warranty UK Support*
- *Socket for Optional FPU*

Call for Prices with RAM and/or FPU Installed

AMITEK RAM BOARD **£79.95** INC VAT RAM 1200

COLOUR PRINTER

SEIKOSHA SL-95 24-PIN 240cps

A printer allows you to print out your creations from screen, giving you a permanent record. The Seikosha SL-95 is a high quality, 80 column dot matrix printer which allows you to print out your pictures and text in full colour from the Amiga 1200. Fast print speeds up to 240 cps and 9 resident fonts, make the SL-95 is the colour printer of choice for your Amiga system.
- *24 Pin - 80 Column*
- *240cps SDraft, 192cps Draft, 64cps LQ*
- *43K Printer Buffer + 9 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360 x 360dpi*
- *Epson LQ860/850/2500/2550 Printer Emulation*
- *Colour Printing as Standard*
- *Semi Automatic Single Sheet Feeder*
- *Optional Automatic Cut Sheet Feeder*
- *FREE Silica Printer Starter Kit*

SL-95 PRINTER **£210.33** INC VAT PRI 8305

COLOUR MONITOR

COMMODORE 1084S MONITOR

The Amiga 1200 will plug straight into a television set, but using a computer monitor with your system will give you a dramatic improvement in the display. Commodore's 1084S 14" colour stereo monitor gives you crisper graphics and greater colour fidelity for both your text and computer graphics. Games especially benefit from the high quality stereo sound. The 1084S monitor is of robust construction and colour styled to perfectly match the Amiga.
- *.42mm Dot Pitch Resolution*
- *Stereo Speakers*
- *Solid, Reliable Design*
- *High Quality Display*
- *Clear, Crisp Pictures*
- *External Controls for Horizontal and Vertical Centering, Height and Scale, Brightness, Contrast, Colour and Volume*
- *Headphone Socket*
- *1 Year Warranty*

1084S MONITOR **£179** INC VAT MON 4184

QUALITY PRINTER

SEIKOSHA SPEEDJET INKJET PRINTER

For laser-like quality printing, at letter quality speeds twice as fast as most other inkjet printers, (300cps), the SpeedJet 300 inkjet printer will produce the highest quality mono output from your Amiga 1200.
- *SpeedJET 300 - Inkjet Printer*
- *High Capacity 128 Nozzle Inkjet Head*
- *Large Ink Tank - up to 4.2 Million Characters*
- *300 CPS Draft Speed at 10cpi - 300 CPS LQ Speed at 10cpi*
- *24K Printer Buffer - 3 Built-in Fonts*
- *2 IC Card Slots for Buffer Expansion Cards and Font Cards*
- *Parallel Interface - Graphics Resolution 300 x 300 dpi*
- *HP Deskjet Emulation (PCL3)*
- *Built-in Automatic Sheet Feeder for (100 Sheets)*
- *Economical to Run - only 1.3p per page*
- *Ultra Quiet - 46dB(A) Maximum*

SPEEDJET 300 PRINTER **£327.83** INC VAT PRI 8030

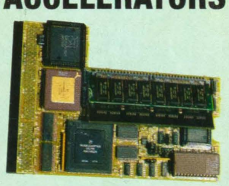
COLOUR MONITOR

COMMODORE 1940 & 1942 MONITORS

Using a monitor will have a dramatic effect on your Amiga display. The 1940 and 1942 14" Commodore monitors take full advantage of the most advanced features of the Amiga 1200's AGA Chipset. A normal television displays at a frequency of 15KHz. The advanced graphics features of the Amiga 1200 give outputs of frequencies up to 31KHz. Both the 1940 and 1942 monitors are dual sync, 15.6KHz - 15.8KHz/27.3KHz - 31.5KHz, for the highest resolution colour display. Both colour monitors also include stereo sound and a tilt and swivel stand. The 1940 has a dot pitch of .39mm and the 1942 a dot pitch of .28mm.
- *Compatible with the enhanced A1200 Advanced Graphic Architecture chipset*
- *Stereo Speakers + Tilt & Swivel Stand*
- *Dot pitch of .39mm (for the 1940 as pictured above) or .28mm (for the 1942)*

1940 MONITOR **£299** INC VAT MON 5840
1942 MONITOR **£399** INC VAT MON 5942

ACCELERATORS



A1230 40MHz ACCELERATOR

For running both games and application software, the Amiga 1200 is already fast! The addition of a GVP A1230 Accelerator will make it nearly 7x faster than a standard model. The 40KHz accelerator processor replaces the normal Amiga 1200 processor, increasing its speed to almost that of an Amiga 4000 '040'. It is also possible to add up to 32Mb of 32-bit fast RAM to the accelerator board to provide all the extra memory you may need.
- *The First True A1200 Accelerator*
- *68030EC Processor Running at 40MHz*
- *Includes 32-bit RAM Board, 0Mb Populated*
- *Easy Fitting Trapdoor Expansion - Does Not Void Your Warranty*
- *Optional 68882 Co-processor (FPU) - Faster than a 68881*

0Mb RAM **£249** INC VAT UPG 1230
4Mb RAM **£399** INC VAT UPG 1232
0Mb RAM + FPU **£499** INC VAT UPG 1234

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

240893-1345

SILICA SYSTEMS - THE AMIGA SPECIALISTS

Before you decide when to buy your Amiga peripherals, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after buying them, when you may require help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years, we are Amiga specialists and are a Commodore approved dealer. With our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

- ***COMMODORE APPROVED UPGRADES:*** Official Hard Drive upgrades with WANG on-site warranty.
- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
- ***TECHNICAL SUPPORT HELPLINE:*** A team of Amiga technical experts will be at your service.
- ***PRICE MATCH:*** We match competitors on a "Same product - Same price" basis.
- ***ESTABLISHED 14 YEARS:*** We have a proven track record in professional computer sales.
- ***£12 MILLION TURNOVER (with 60 staff):*** We are solid, reliable and profitable.
- ***BUSINESS + EDUCATION + GOVERNMENT:*** Volume discounts are available.
- ***SHOWROOMS:*** We have demonstration and training facilities at all our stores.
- ***THE FULL STOCK RANGE:*** All of your Amiga requirements are available from one supplier.
- ***FREE CATALOGUES:*** Will be mailed to you, with special reduced price Amiga offers, as well as details on all Amiga software and peripherals.
- ***PAYMENT:*** We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA SYSTEMS

SILICA SYSTEMS IS A DIVISION OF FRODS PLC

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Order Lines Open: Monday-Saturday 9.00am-6.00pm - No Late Night Opening

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA
Opening Hours: Monday-Saturday 9.30am-6.00pm - No Late Night Opening

LONDON SHOP: Selfridges (Basement Arena), Oxford Street, London, W1A 1AB
Opening Hours: Monday-Saturday 9.30am-7.00pm - Late Night: Thursday - 8pm

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Opening Hours: Monday-Saturday 9.00am-5.30pm - Late Night: Friday - 7pm

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA
Opening Hours: Monday-Friday 9.30am-5.30pm (Saturday 9.00am-6.00pm) - Late Night: Thursday - 7pm

To: Silica Systems, AFMIB-0993-119, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: ..... Initials: ..... Surname: .....

Company Name (if applicable): .....

Address: .....

.....

..... Postcode: .....

Tel (Home): ..... Tel (Work): .....

Which computer(s), if any, do you own? 119A

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

The A1200 is one of the latest additions to the Amiga family. Read all about their family tree on these pages – and remember, the story continues every month in *Amiga Format*.

The AMIGA story

If you're reading this special edition, you've probably just bought an Amiga 1200. You almost certainly know that it's powerful, it's good value and it's the most popular home computer in Britain. But do you know what makes it so good and how it came to exist? No? Well, read on...

IT ALL STARTED in the days of the first great boom in popularity of computer games, back in 1982, over a decade a go.

Space Invaders, the first arcade computer game had come, seen and conquered. Arcade coin-ops were big business in the early Eighties as games like *Asteroids*, *Defender* and *PacMan* came along to wow the 5p-wielding game fans.

***Defender* – memories of a misspent youth. The designer of this early video game went on to help create the Amiga.**

But a fistful of 5ps didn't go far in those days, and the arcade machine market started slumping as a new kind of computer game came along – the home game console.

Consoles had become ever more sophisticated, with games in several colours coming on plug-in cartridges. They were popular in America, but in Britain home computers were where it was at. The Sinclair ZX80, the first 'home computer', caught the minds of a generation and in 1982 a US-based company called Commodore whose Vic-20 was a rival to the Spectrum launched their latest machine, an 8-bit wonder called the C64.

At this time, computer technology was advancing almost every day, so for anyone who could make something bigger, better and faster, success awaited...

So it was that three Californians with $7 million to invest – mere peanuts in terms of computer development – decided they were going to create the best computer games console the world had ever seen.

Certainly they had the experience. RJ Mical had designed arcade games for Williams, the company that created *Defender*, while Jay Miner had designed the silicon chips used in the most popular home games consoles.

They called their company Hi-Toro at first, but before long they decided they needed something a bit snappier and settled on Amiga, the Spanish for girlfriend.

So, the gameplan. The very latest piece of chip technology around was the Motorola 680000, the first 16-bit central processor, released in 1979. Around this chip, they would develop the fastest, most colourful games machine ever conceived.

But that would take time. And in the mean time, it was important that no-one should know what they were up to. So as a disguise, they also made a number of weird and wonderful joystick designs. Which leads to one of the strangest Amiga stories.

All computers crash. It happens when the data gets mixed up and they try to do something they can't. It's a fact.

Up until just two years ago however, the Amiga would crash in style. Rather than just give a red warning with the words 'System error', it would produce a message flashing 'Guru meditation'. Why should this be?

Well, basically it shows the whacky way-out Californian nature of the machine's creators. One of their crazy joystick designs was a surfboard on which you stood, leaning left and right for control.

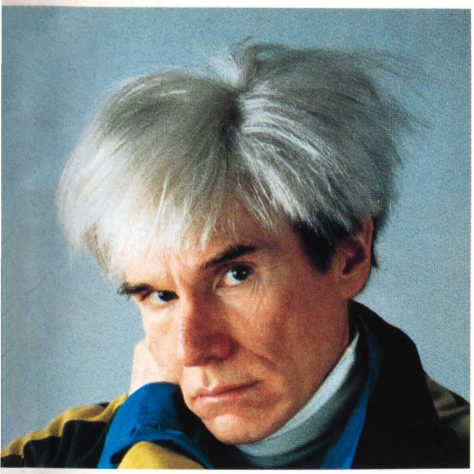
In those stressed out moments when the prototype computer crashed horribly, they would go and sit cross-legged on the joyboard, chilling out with a bio feedback program running to show how relaxed they were. The fewer wobbles, the more meditative the guru. Weird, huh?

In between all the crashes, though, the new machine started to appear. The only thing the team lacked was discipline, so every time they thought of a new idea they threw it in. Three tables full of circuit boards and bits of wire developed into a prototype called Zorro. But it had a keyboard, printer connections, a disk drive... it wasn't a games console, it was a real computer.

But there was one big 'but'. They'd run out of money in a big way. The last major job was to compact the whole thing into a computer-size box and get it ready for production and marketing. They couldn't do it themselves and had to look for support.

So behind closed doors at the Consumer Electronics Show in June 1984, they showed off what they had to lots of major-league electronics companies hoping to attract some interest. And they got it. One particular company put up a million dollars to help finish the project but, just before the project was finished, Commodore Business Machines leapt in and bought up the whole thing.

A new independent firm, Commodore-Amiga, was created to finish the project.



Icons from popular culture, namely Andy Warhol and Deborah Harry, demonstrated the Amiga's capabilities at its launch, ensuring it was famous for longer than 15 minutes.

Much work went into an operating system written by the Bristol firm Metacomco, with software publisher Electronic Arts assisting in the establishment of a standard file format for pictures.

Then, in June 1985 at the Consumer Electronics Show in Chicago, the new machine was launched. It was called the Amiga 1000, it came with only 256K of RAM and cost about £1,500. But it was massively ahead of its time.

At the launch, punk queen Debbie Harry from Blondie showed off the Amiga's musical abilities and sat as a model for artist Andy Warhol, who continued to use it until his death two years later: by which time a new, more powerful, much cheaper Amiga had appeared.

The Amiga 500 went on sale in the UK in March 1987 and, with its 512K of RAM and compact design at a price of only £499, it was a sure-fire winner. It had a cheaper 16-bit rival, but it also had better capabilities: 32 colours for game screens, 4,096 colours in HAM painting and stereo sampled sounds.

The next four years were a story of the slow takeover by the A500 of the UK home computer market. The three older 8-bit machines – the Spectrum, Amstrad CPC and Commodore C64 – went out of fashion and the A500's 16-bit rival, the Atari ST, couldn't stand the pace. By 1990 the Amiga 500 was the best-selling home computer in Great Britain.

The Amiga changed very little over the years, the only major modification being new versions of the operating system, Workbench, that comes with the machine – from version 1.2 to 1.3 – and a cut in price to £399. Then, in October 1991, a radically different Amiga 500 appeared.

The Amiga 500 Plus had the all-new Workbench 2.04, with a new Kickstart ROM chip twice the size of the old one at 512K. It had twice as much built-in RAM at a full 1Mb. And it also had new versions of custom chips Agnus and Denise in the Enhanced Chip Set.

In early 1992, rumours of a new Amiga abounded. Then, finally, in April 1992, the all-new Amiga 600 was announced to the world, and as it transpired, it was the first radically different Amiga since 1987.

The obvious differences in the A600 were cosmetic: it was more compact, with a smaller keyboard, so it could now easily be carried around. The 600 also had a built-in TV RF Modulator for the first time (previously, you needed an extra box).

> "In November last year the big surprise happened. Out of the blue, Commodore launched a superb new brand of Amiga. Yes, we're talking about the A1200 – the machine you've just got your sticky mitts on!"

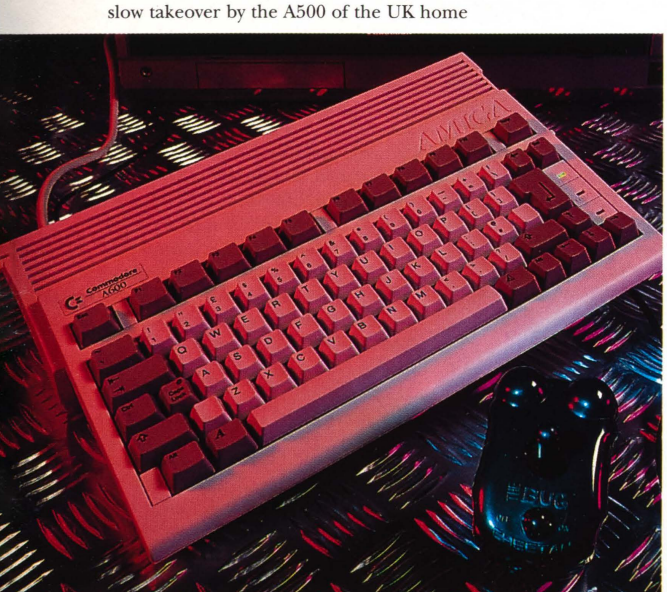
Another great advantage was that the printed circuit board was produced using a method called 'surface mount technology' with the chips soldered direct to the main circuit board rather than clipped into sockets, which gave the new machine two distinct advantages.

This not only made it more reliable – Commodore were able to offer a warranty that meant it could be fixed in your own home – but also made it cheaper to make. Sure enough, soon the price came down to £299.

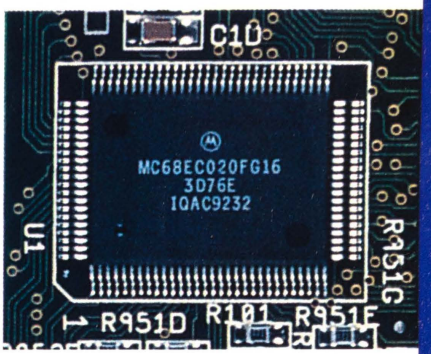
Then, in November last year, the big surprise happened. Out of the blue, Commodore launched a superb new brand of Amiga. Yes, we're talking about the A1200 – the machine you've just got your sticky mitts on! So why is the A1200 so widely admired? We'll tell you...

It has brought back the excitement of owning an Amiga, making the 1200 as desirable as the Amiga used to be – enough to turn your friends green with envy.

The A1200 uses a Motorola EC68020 CPU which is five times as fast as the A600's and also makes the A1200 a full 32-bit computer, a great step on from the older generation of 16-bit machines.



The A1200's predecessor, the A600, was the first machine to use surface mount technology, which made the Amiga cheaper and more reliable.



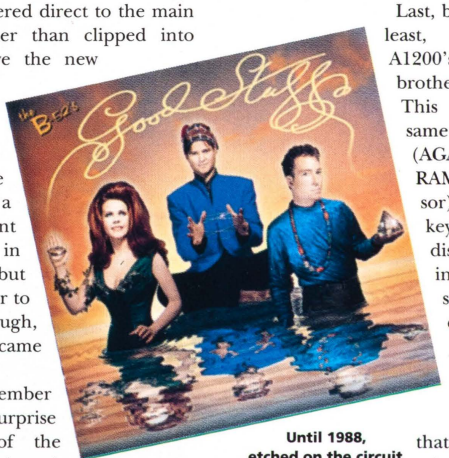
This is EC68020 CPU that makes the A1200 a big, colourful and powerful 32-bit computer.

The A1200 comes with 2Mb of RAM, which is lots. And it also has two completely new custom chips, Alice and Lisa, in its AGA chip set which replaces the Enhanced Chip Set. These chips bring a whole new and improved graphics capability to the Amiga, making it possible to use 256 colours on game screens, for example – previously the Amiga was limited to 32.

All in all, it's a whole lot of computer. The A1200 is now the only serious contender in the home computer market, and when you consider the price has just come down by £100 to the £349 pack you've bought, it offers an extraordinary amount of power for your money.

Yet it's not the end of the story. It has a bigger brother in the A4000, a professional-standard workstation computer aimed especially at the American video market where the Amiga is very popular. The A4000 shares the same AGA chip set with the A1200 but it has a faster 68030 or 68040 chip in a bigger box.

Last, but by no means least, there's your A1200's flashy kid brother, the CD^{32}. This is exactly the same as the A1200 (AGA chips, 2Mb of RAM, 68020 processor) but has no keyboard or floppy disk drive – instead, it runs software from compact discs, just like those that you buy music on.



Until 1988, etched on the circuit board of all Amigas was the name of a B52's song, making the Amiga a truly Cosmic Thing.

It's believed that soon all entertainment software – games and the like – will come on CD (and there will be an add-on CD drive for your A1200 so you can use them). What's more, the CD^{32} will have add-on hardware enabling it to play digital videos from CDs by Christmas 1993.

So there's plenty of excitement to come: but for now, you've got the future in your hands...

SPORTS GAMES

SENSIBLE SOCCER

Renegade
Review AF36, 91%

Sensible Soccer: a compelling and addictive footie game from Sensible Software.

The best game for the Amiga deserves number one place in any software round-up. *Sensible Soccer* was released in mid-1992 to compete directly with the classic *Kick Off 2* (see *Goal!* below). It was regarded by many to be the best football game on the Amiga. Now, after selling over 175,000 copies on the Amiga alone, it's considered by many to be the best ever Amiga game (including many of us Amiga Format types).

Exactly what is the secret of Sensi's success is a point which has perplexed many a reviewer, because - and here's a controversial point - it has no new features to offer over other Amiga football games. Sure, it's got accurate team details and the correctly-coloured strips, but in terms of gameplay it's just 22 tiny sprites running around a rectangular field.

So why all the fuss? Well the secret of *Sensible Soccer*'s thoroughly deserved success is that it feels good to play - simple as that. When Jon Hare's Sensible Software team created *Sensible Soccer*, they got the feel of the game just right and produced a game which is easy to pick up and play, but difficult to master. And that, my friends, is the basis for all good games. *Sensible Soccer* will be a classic game for years to come.

PINBALL FANTASIES

21st Century Entert'mnt
Reviewed AF41, 91%

Ah, yes. Some of you might think that pinball is not strictly a sport, but our editor Marcus considers pinball to be a sport, so a sport it is!

If you've ever played pinball in real life, you can understand how difficult it is to convert it into a computer game. Many people have tried before, and failed, but the boys at Digital Illusions in Sweden managed it incredibly well for *Fantasies*.

The four tables are well-designed and different, which is an important point for pinball freaks - after all, many real pinball tables are let down by poor layout. The most difficult bit, though, is the movement of the ball, which requires astoundingly complex mathematical routines to work properly.

Under no circumstances should you buy *Fantasies* when you have something important to do - issue 41 of *Amiga Format* almost didn't exist because of staff playing the game.

Pinball Fantasies: the lure of the silver ball on your Amiga courtesy of Digital Illusions.

On the subject of ball movements, programmer Archer MacLean created a 3D snooker simulation a couple of years ago, which was released through Virgin to critical acclaim. *Jimmy White's Snooker* (*AF*26, 91%) is an incredibly accurate game, to which Jimmy White himself gave his praise (and his endorsement, obviously). Although it looks quite a simple game, *Snooker* involves some incredibly complicated mathematical calculations going on behind the scenes, and the result is a realistic and smooth game. The original game didn't work on the A1200, but Archer rewrote the code, and the version that is on sale now will work happily.

Last year Archer completed work on *Archer MacLean's Pool* (*AF*40, 89%) which used the same game engine as Snooker, but simulated both American and English pool tables. Another few improvements were thrown in as well, and the game was again marketed by Virgin with much success. Both games are worth checking out, but remember that *Snooker*, as in real life, is a much more thoughtful game than *Pool*.

Once upon a time *Kick Off 2* was the classic football game, and it's worth noting that programmer Dino Dini spent a couple of years improving his game before eventually selling it through Virgin (again) under the name *Goal!* (*AF*49, 88%). The *Amiga Format* reviewers unanimously decided that although it's undoubtedly very good, *Goal!* doesn't quite match up to *Sensible Soccer*.

PGA Tour Golf (*AF*22, 90%) should be the choice of any budding Nick Faldos or Ian Woosnams who want to practice on their Amiga. From Electronic Arts, *PGA* is renowned as the most enjoyable golf game available, simulating five courses from America. You can also travel the world using the add-on disks which cover most of the world's greatest courses.

Rainbow Islands was programmed for the Amiga by Andy Braybrook and is regarded by many games fans as the best platform game, and perhaps the best-ever game, on the Amiga.

PLATFORM GAMES

RAINBOW ISLANDS

Ocean
Reviewed AF10, 95%

Hopping and skipping from platform to platform, gleefully killing lesser, but cuter, life forms. That's what platform games are all about, and there are few as good as this.

Possibly the finest game ever coded, *Rainbow Islands* oozes playability and depth. The hidden bonuses and secret room can only be found if you collect the right things in the right order. The game looks cute and cuddly, but it's got just the right difficulty curve to confound you, and keep you coming back for more. Now available on Ocean's Hit Squad budget label.

SOCCER KID

Krisalis
Reviewed AF51, 93%

A newcomer to the world of Amiga platform games, *Soccer Kid* captured the attention of the ***Amiga Format*** staff when it was reviewed in the October issue. This was partly because it's a fun game, but also because it is an original idea - quite unusual for a platform game.

The Kid in the title of the game is 'armed' with a football, which he uses to dislodge all the nasties on his way to retrieving pieces of the stolen World Cup.

A deft combination of platform skills and ball control, *Soccer Kid* is a winner.

Kick and dribble your way through the countries of the world, while disposing of people that get in your way, by kicking your football at them. The Kid has amazing football skills, and trick shots will score more points than just kicking aimlessly.

A game which you can happily buy your kids, and also sneak in and play yourself when they've gone to bed. A classic.

Platform games are probably the most widespread of all game genres - there are literally hundreds of them available for the Amiga. One of the better examples is **Yo! Joe** (***AF***50, 91%), from Kompart. There's nothing special about *Yo! Joe!*, unless you count being gobsmackingly gorgeous, superbly designed and addictively playable as special.

Ask any kid about Millennium's **Robocod** (***AF***29, 91%), and the chances are they'll know what you're talking about. A fishy spoof on the James Bond theme, Robocod is a colourful romp which takes you through countless levels in a bid to defeat the evil Dr Maybe. There is also a version which is specific to your Amiga (the A1200, in case you've forgotten), which has more colours and levels. Look out for it.

A long-time classic platformer is **Zool** (***AF***39, 95%) from Gremlin Graphics. Originally billed as the Amiga's answer to Sega's *Sonic the Hedgehog*, *Zool* is an incredibly fast game. In fact, the scrolling is so fast, you sometimes have trouble keeping up with it! Gremlin didn't sacrifice the use of colour to achieve the speed, though - the characters and backgrounds are colourful and fun. It's a huge game that takes ages to complete. And best of all, it's available in an A1200 enhanced version.

AMIGA FORMAT

Known for its fair, honest, up-to-the-minute game reviews, *Amiga Format*'s Screenplay is first with full reviews of all the big new games, every month. We have such a reputation as good judges of games, that we've been voted the magazine that's most trusted for its opinions by computer shops for four years in a row!

DRIVING GAMES

STUNT CAR RACER

MicroProse
Reviewed AF6, 93%

Geoff Crammond's, *Stunt Car Racer*. is still a favourite at ***Amiga Format*** not because you're given a super-powerful stunt car; not because you're given a selection of tracks to race on; but because you can crash spectacularly and no-one will laugh.

PUZZLE GAMES

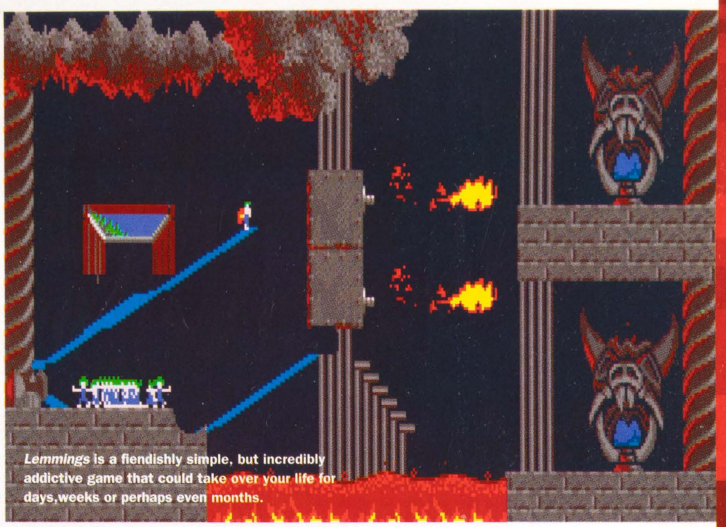
LEMMINGS

Psygnosis
Reviewed AF20, 92%

They say that the simplest of ideas make the greatest games. In the case of *Lemmings*, that saying certainly holds true. The concept: to guide a tribe of Lemmings, who are hell bent on suicide, across ravines of different shapes and sizes. Each Lemming can be given a specific ability, such as digging, swimming or climbing, and your job is to use these talents in a way that saves as many as possible.

Because there are around 50 Lemmings to save on each level, and they are constantly on the move looking for new ways in which to die, the game has been compared to plate-spinning. The levels are huge, and the game can be a serious burden on your sanity.

Earlier in 1993, *Lemmings 2 - The Tribes* was released (**AF**46, 94%). This offered 12 different tribes of Lemmings for you to save, each with their own specific territory.



Lemmings is a fiendishly simple, but incredibly addictive game that could take over your life for days,weeks or perhaps even months.

Alongside Lemmings in the puzzle genre lie two games which involve arcade-style movement, and more than a little lateral thinking. **Blob** (**AF**51, 83%), from Core Design, is a sort of platform game, in which you bounce in and out of the screen rather than up and down. The puzzles aren't that difficult, but there are 50 levels and loads of variety.

Another unusual puzzle game is **Spindizzy Worlds** (**AF**18, 94%). The object is to guide a spinning top out of a maze. This maze doesn't only consist of a few corners and dead ends, though. There are pools of acid and other ingenious devices to thwart your mission. Although it's a few years old, *Spindizzy Worlds* still doesn't show its age.

SCREEN PLAY

Want to know which are the best games you could possibly buy for your Amiga? Then let Andy 'Nutts' Nuttall lead you through our experts' choice...

LOTUS TURBO CHALLENGE 2

Gremlin Graphics
Reviewed AF29, 89%

For fast arcade action there is still no better game than *Lotus 2*. Two players can play simultaneously using a cunning split-screen mode, making it one of the most competitive games available. Other bonuses include loads of weather effects, and many different scenarios.

The hard driving, hard playing, *Lotus Turbo Challenge 2* is full of fast-lane fun.

SHOOT-EM UPS

SWIV

Storm
Reviewed AF21, 92%

The most action-packed non-stop shoot-em-up ever, this game represents global-level ultra-destruction, and what's more, it's all very cleverly combined into one huge single vertically scrolling level. You have to have nerves of steel and reactions of quicksilver to finish this blast.

What it lacks in subtlety *SWIV* more than makes up for in frantic shoot-em-up action.

APIDYA

Blue Byte
Reviewed AF35, 90%

Apidya is an example of a great game which never really made it in terms of sales. It has everything going for it: astoundingly beautiful graphics, an interesting setting, and it plays like a dream. It's set in a garden, where you are a wasp. As you fly along, the garden scrolls sideways, and all manner of bugs, creepy-crawlies and flying gits are intent upon your demise. A really good way to show off the capabilities of your Amiga.

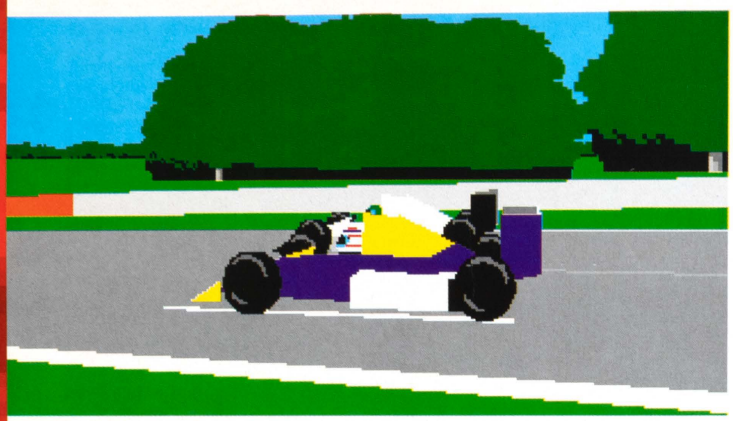
Gorgeous graphics and original gameplay are just two good reason's for playing *Apidya*.

Like platform games, you can't walk through a field full of Amiga games without bumping into loads of shoot-em-ups. *Xenon 2* from Renegade, although it's old, is a good one. Way back in issue 3 of *Amiga Format*, when it was awarded 93%, *Xenon 2* was described as "arguably the best of its type to appear to date." Shoot-em-ups have come and gone since then, and it's still up there with the best of them.

From Team 17 came *Alien Breed '93* (*AF*43, 87%), and verily it was a marvellous game. It's set on a spaceship which you look at from above, and you control a bloke who wanders around a maze of corridors with a large gun, bumping off aliens.

Two forthcoming games to look out for are *Stardust* from Bloodhouse, and *Blastar* from Core Design, both of which promise to be exceptional.

SIMULATIONS



Formula One Grand Prix, by Geoff Crammond, is one of the most realistic Amiga games available. It's also huge amounts of fun to play whether ot not you fancy yourself as a boy (or girl) racer.

FORMULA ONE GRAND PRIX

MicroProse
Reviewed AF32, 92%

A favourite among many Amiga owners, *F1GP* is possibly the most realistic simulation of all. As its name suggests, it simulates a Formula One racing car, but in full 3D with an astounding level of detail and with all of the world's major racetracks accurately mapped.all there as well. For most of the race you have a view out of the front of your car, but other camera angles can be used - such as a position fixed just behind your car, and a TV mode where several cameras are positioned around the track and display your car as it drives past. Brilliant.

GUNSHIP 2000

MicroProse
Reviewed AF49, 94%

Fancy flying an Apache gunship through the war zones of the Middle East? No, neither do I. That's why I like playing *Gunship 2000*, because it gives me many of the real-life thrills, but I don't run the risk of injury. Written by a team of 3D experts in conjunction with military advisors, MicroProse claim this game is as close to the real thing as you can get on computer.

As well as an Apache gunship, several other helicopters are simulated including the Commanche, and you get to choose your co-pilot for the set missions. These begin with simple tasks, such as striking military targets, and then move on quickly to more complex missions.

Later on, you get to fly in groups with other Amiga-controlled gunships for the more taxing levels, but you're not likely to reach them without several weeks of play. Addictive.

The above two games are unusual in that there aren't many helicopter or Formula One simulations around. In the flight sim arena, though, there are literally tens of games battling it out for supremacy. One of the best is **B-17** (***AF***46, 91%) from MicroProse, which revolves around the adventures of a bomber crew on their missions over Europe during the Second World War. It's pretty complex, but fortunately the computer steps in to give you a hand when you're otherwise occupied. It's not one for those who want to wade straight into the action, but if you want a game that needs thought and patience you won't go far wrong.

Also good is **Reach for the Skies** (***AF***48, 90%) from Virgin. Here you can take the part of a pilot or a controller - so you can either take orders or give them, but either way you end up fighting the battle. You can take the side of the German Luftwaffe or the British RAF, and the game involves lots of dogfights and the suchlike.

Falcon (***AF***39, 90%) gives you a super-powerful fighter aircraft to play around with, and loads of missions to have a go at including air combat and ground target strikes. The simulation is one of the fastest on the Amiga, and you can even link up two Amigas and play head-to-head. The best thing about *Falcon*, though, is that it's available dirt cheap on the Action 16 budget label.

Set in the Second World War, *Reach For the Skies* is a detailed and versatile flight sim.

FA-18 Interceptor from Electronic Arts is something of a veteran, as it was first released more years ago than I or anybody else in the office cares to remember. Despite its age, many people think it's never been surpassed, and it's one of the few games which runs on any machine, despite new operating systems, processors, et al. Anyway, it's a fast, smooth and realistic flight sim which puts you at the controls of an FA-18 based around San Francisco. There are only eight missions, but the opportunity to fly upside down under the Golden Gate Bridge at supersonic speeds makes up for this.

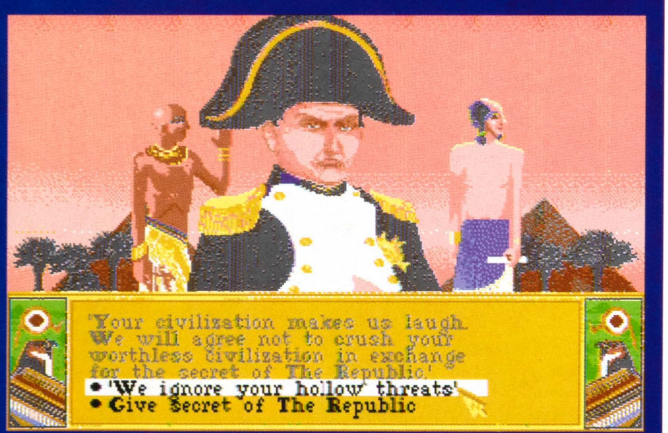
MicroProse's **Silent Service II** (***AF***28, 82%) is a World War 2 submarine simulator. Boring as this may sound, if you have more than a glancing interest in either submarines or WW2, this is an exciting, interesting and informative game. There is an evident attention to detail in the simulation, especially the portrayal of the Imperial Japanese Navy. Tough, scary and highly addictive.

US Gold celebrated the 50th anniversary of the Battle of Britain by releasing **Their Finest Hour** (***AF***11, 90%), the most ambitious flight simulation for its time. It's more than just a flight sim, it has a large strategy element too. Flying missions for either side in authentically simulated aircraft of the period, you could change the course of history. The detail of the graphics and speed of animation made the game both realistic, and highly playable.

Yet to be released, but looking good all the same, is **Tornado** from Digital Integration. This is all set to be one of the largest and most detailed flight sims to be released for the Amiga, and is likely to work better on the Amiga 1200 than on the lower-end Amigas. It's been awaited by flight sim fans for a couple of years and is one to watch out for.

Gunship 2000: one of the most action-packed flight sims available for the Amiga.

GOD GAMES



Civilization is a game of great depth and sophistication which can keep you entralled for months on end, Here we see Napoleon giving short shrift to his adversaries.

CIVILIZATION

MicroProse
Reviewed AF38, 94%

A classic game by Sid Meier, *Civilization* took the idea of god games to an extreme. It's a huge strategy game, where the objective is to nurture a race of people from a small unit of settlers up to the space age, and reach the moon.

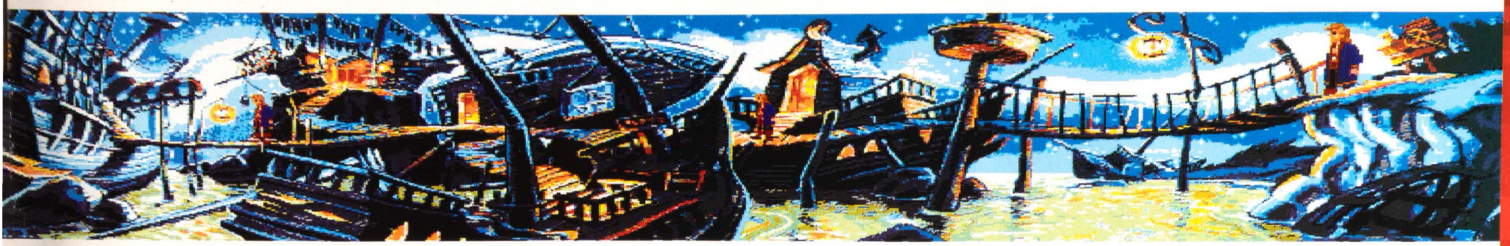
***Civilization* is set on Earth, and other tribes of settlers are growing and developing at a similar rate to, or faster than, you. So, you have to work really hard at developing your culture, and making sure that you suffer as few natural disasters and wars as possible.**

The beauty of *Civilization* is in its playability. It's easy to pick up, but it just grows and grows in complexity. Civilization is the sort of game that will still be challenging you months after you buy it. What higher recommendation can we possibly give for any Amiga game.

One of the first Amiga strategy games to really score a hit was *Sim City* (*AF*6, 92%) from Infogrames. This game's aim is to build up a city from the very basics - a unit of people and some housing - and create a thriving metropolis which can survive on its own. It's an open-ended sort of game with no particular objective other than to make your city's inhabitants happyand keep then happy. Great fun.

The first god-game of them all was *Populous*,created by the Bullfrog programming team and one of the real landmark games in the history of the Amiga. Anyway, the sequel *Populous 2* (AF30, 95%) is the one we want to talk about here, because it's a truly great game as.

You play a god, with complete control over an entire race of people. It's up to you: you want to inflict war or plague on them? You got it. You want to send over a tidal wave to a neighbouring continent? You got that too. Enough sad Burger King phrases - just do it!



Monkey Island 2 is one of the leading contenders for the title of The Best Ever Amiga Game. Among its many attributes is the fact that it is one of the few games with a real sense of humour.

ADVENTURES

Eye Of The Beholder introduced a strong element of arcade action to the RPG theme.

EYE OF THE BEHOLDER 2

US Gold
Reviewed AF35, 91%

Role-playing games (RPGs) are traditionally board games, played with lots of human players and a few multi-sided dice. Computer RPGs are usually based on, and very similar to, board games, except that the Amiga takes the place of one or more players.

With *Eye of the Beholder*, Westwood Studios broke away from that theme and created a game which was more arcade-like. This brought role-playing to the masses, and showed people that you don't have to be a so-called propeller-head to enjoy RPGs. Conversely, many propeller-heads expressed their annoyance that their favourite genre was being trivialised. Know what we say? Stuff 'em, and buy *Eye of the Beholder*.

BLADE OF DESTINY

US Gold
Reviewed AF50, 91%

Some twit has gone and lost the legendary Blade of Destiny, and guess who's been asked to recover it? The Orcs are massing and the Realms of Arkania are under threat of invasion, and guess who's got the job of trying to forestall the invasion. Yes, you guessed it. You.

Anyway, *Blade of Destiny* is an enjoyable sword and sorcery romp through the land with your bunch of happy warriors. The control system is good and combat is excellent. *Blade of Destiny* is a conversion of a German RPG board game, but don't let that put you off. Recommended for anybody who's ever fancied debating philosophy with Dragons.

MONKEY ISLAND 2

US Gold
Reviewed AF36, 95%

If not the Amiga's finest hour, then certainly one of its top minutes, this has to be one of the best three Amiga games. Written by LucasArts in the States, and distributed by US Gold, it tells the story of one Guybrush Threepwood and his adventures on the high seas.

It's a full-blown cartoon adventure, which sets up a world filled with pirates, parrots and gold doubloons, and a ghost pirate called LeChuck whom Guybrush must dispose of. Despite being American, *Monkey Island 2* is packed to the gills with good ol' British humour - sarcasm and irony.

Maff Evans, who reviewed it for Amiga Format, took two whole weeks to finish the game - and that's with burning the midnight oil most nights - so you can imagine the size of the game. Another testament to its quality is that it hasn't left the top 30 chart since its release in mid-1992.

FLASHBACK

US Gold
Reviewed AF45, 93%

After creating one of the best-looking arcade adventures ever with *Another World*, French software house Delphine went further and produced the best with *Flashback*.

To achieve quality animation of the main character, Conrad, the coders used a cartoon-animation technique known as rotoscoping. First they filmed an actor going through all the moves which will be necessary in the game, then they transferred the images from the film into the Amiga. The end result is 15 frames per second animation, which is as good as Disney cartoons, and looks amazingly realistic.

Cosmetics aside, the game is stunning. With story aspects taken from several Schwarzenegger films, Conrad has his mind taken away from him, and you must get it back for him. After escaping from his captors, seven utterly different levels await him, and he needs money and friends... Get it, it really is brilliant.

To compete directly with the American LucasArts and Sierra outfits, both famous for their graphical adventures, Hull's finest Revolution Software produced **Lure of the Temptress** (***AF***36, 92%). This is a fantasy adventure, with lots of strangely named characters such as Skorl and Ratpouch, where the hero Diermot must rid the throne of an evil femme-fatale.

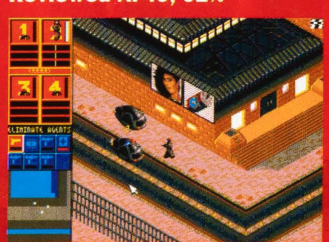
Beneath a Steel Sky is the title of their next game, which is due out soon. Based around a cyberpunk-style storyline,it promises to be something very special.

One of the adventure game classics: *Flashback*.

STRATEGY GAMES

SYNDICATE

Electronic Arts
Reviewed AF49, 91%



The latest offering from the versatile Bullfrog team is the very wonderful *Syndicate*.

Bullfrog Productions, famous for creating the god-game genre with *Populous*, recently produced *Syndicate*. This dark, moody game puts you in charge of... errm... a syndicate, with a number of cyborg robots which you must use to take over the world.

Unfortunately for you, there are several enemy syndicates who have a similar goal, and get in the way.

When this happens, they must be eliminated using one of the many weapons which Syndicate offers - including flame throwers, long-range rifles and rocket launchers. Yes, it's violent; yes, it's over the top; and no, I wouldn't recommend it for children under, say, 12. But, for the purposes of relieving tension, there's nothing better.

DUNE 2

Virgin
Reviewed AF50, 90%

The next best strategy game for the Amiga is based on the planet Arrakis, better known as the title of the excellent book-turned-film flop, *Dune*. The object is to mine spice, for your family House. During the game the enemy Houses will try to pick on you and steal your spice, so you must assemble an army and some weapons to guard yourself.

This is easier written than done, because you need spice to raise money, and you need money to buy defences and weapons. Tactics and strategy are needed to win through, because some of the later levels get very hairy. *Dune 2* must be played over a number of weeks, rather than hours, because it takes ages to complete a mission - so thankfully you can save your current position to disk and start from the same place next time you play.

There are other superb strategy games out there to be discovered, too. *1869* (*AF*46, 90%) from Flair is a trading game based around the time when steam ships began to replace sailing boats on the high seas. Trading minerals and luxury goods between countries was a cut-throat business back then, and this game simulates the days of the merchant venturers quite brilliantly.

Most of Sid Meier's games achieve legendary status some years after release. *Railroad Tycoon* (*AF*22, 92%) from MicroProse is one of them, in which you are given some money and the chance to build up a railroad in late 19th Century America. This isn't an easy job, but if you get it right the rewards are high.

Dune 2: the only Amiga game in which spice is the variety of life.

EVERY TWO MONTHS THERE'S A SPECIAL OCCASION FOR YOU

AMIGA FORMAT SPECIAL

WE'LL HELP YOU TO GET MORE FROM YOUR AMIGA

- Once every two months we produce a *SPECIAL* edition of ***Amiga Format***.
- We go in-depth to bring you up-to-date, essential info' about your machine.
- You'll really appreciate our issue 3 *The Complete Beginner's Guide*
- We cost £3.95.
- We don't re-use previously printed text.
- We cover: Games, Serious Software, Hardware, The ***AF*** Annual, and more!
- Every two months is a Special occasion for ***Amiga Format*** readers.

BUSTIN' DENNIS

DENNIS IS A licensed game, but the property is the film of the blonde haired American Dennis the Menace rather than the rough and tough Beano favoiurite. Ocean's platform game that's included in your A1200 bundle lets you go pea shooter-crazy in your race to recover Mr Wilson's prize coin collection.

Whether this is the first game you've ever played, or you're a video game veteran, you'll find Dennis a challenge. So, ***Amiga Format*** got together with Ocean Software to provide the following tips to help you.

Take your time

- Although there's a time limit for each section, don't rush into things. You should have plenty of time to complete the level.

- Don't keep on the move - pause occasionally to look for swinging chains and baddies that may only appear at certain intervals.

Walk this way

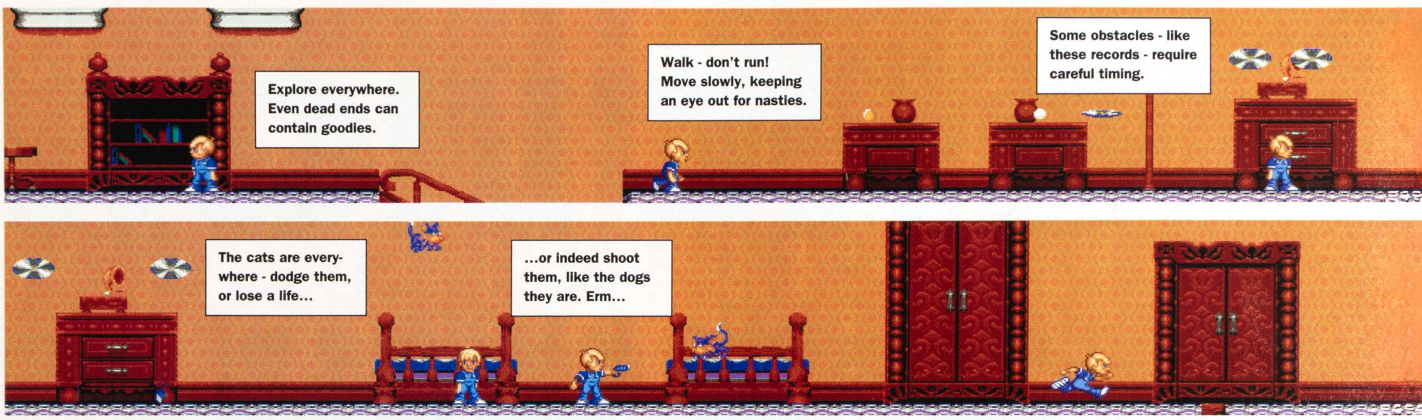
- Don't run - walk everywhere, especially when playing for the first time. This slows the screen scrolling down and enables you to see what's coming next.

Search everything

- Use the scroll facility in order to search the area around you.

- Consider ALL possible directions, even seemingly dead ends.

- Go everywhere the scroll will let you - you never know what you'll find.



BUSTIN' OSCAR

LOOK OUT... OOPS! TOO LATE!

Some items which can be found in the game trigger special effects for a limited time; some are helpful, others not so welcome. Study these items carefully and remember them, then eat this page. Er, no, don`t do that, but do watch out for each one during the game, and avoid or collect them as necessary:

COLLECT

The Sheild will protect Oscar from any of the bad guys. As soon as you get the sheild you should make use of it to penetrate any particularly difficult areas.

COLLECT

This is actually a potion of invisibility. When you drink it you become distinguishable only by the clouds of dust you create as you screech to a halt. Don`t lose track of yourself - the terrain can still harm you!

AVOID

The Ball & Chain quite obviously slows Oscar down leaving him vulnerable. If you uncover a previously unopened cannister, it`s best to have the Yo-yo to protect you in the event that a Ball & Chain springs out and catches you unawares.

COLLECT

Put a spring in your step with these shoes which allow you to jump twice as far as normal. Use the shoes quickly to reach a previously inaccessible area. You may find that an extreme leap from a high point in the game will take you somewhere useful.

COLLECT

Wings allow you to leave the ground and fly your way around the level. Just be prepared for a sudden landing when you`re in the air - a few flickers and you sudden,y find yourself falling from the sky. If Oscar dies mid-flight, don`t worry! You`ll find the wings back at their original resting place.

COLLECT

The Alarm Clock freezes all your enemies. When you collect it, don`t waste time by gloatingly laughing in their faces - do as much as possible while none of your adversaries can give chase. The Alarm Clock is particularly useful for freezing guards at narrow entrances.

TO BE SUCCESSFUL, platform games have to be fast, frantic, colourful and addictive. A game which is all of these things usually goes down as one of the best in history. Heard of Sonic or Mario? Well, those were both members of this genre. *Oscar* is actually the descendant of a game called *Trolls* which we reviewed, in its A1200 form, not too long ago. Although Trolls was good, there were a couple of minor quibbles about the gameplay. Now all the bugs seem to have been ironed out for this new production. It takes place in a vast cinema where different movies lead to different adventures for your bizarre-looking friend.

When you begin to play the game you`ll realise that for each scene of each movie, you have to collect statues of Oscar before you can escape. This would be easy if it weren`t for a huge number of difficult obstacles and very unfriendly things with teeth inhabiting the game. But of course, there are a few key things which can really help if you remember them. We`ve compiled some helpful advice on this page to get you started.

Remember!

Once the game begins you have to find the Yo-yo. To do this break into the film cannisters that are scattered everywhere on each set. But bear in maind that if you do collect the Yo-yo and then lose a life, you`ll have to find it all over again, so remember where it was!

Note

Occasionally you`ll come across one of six letters of the alphabet. These are a special feature because when you collect five, you`ll either be able to spell BONUS or BOGUS, depending on whether you finally found a 'D' or a 'G'. Each word warps Oscar to a secret level that is either beneficial or bad news, depending on which word you were able to spell. We'll give you a helpful word of advice: avoid the 'G's at all cost!

Timing is the key

- Time your jumps carefully, especially in the sewer sections where you can easily fall off the screen completely.

- Watch how those baddies move, and predict their direction and speed when leaping over them (or shooting them).

Watch out for Mr Wilson!

- Mr Wilson isn't too friendly in level one (Mr Wilson's). Avoid him at all possible costs.

Collect coins

- Collect as many coins as humanly possible - they are vital.

- Collect four or five big coins so that you can collect the big coin (the one with four coins aroundit) at the end of the level.

Collect weapons

- In level one (Mr Wilson's) make sure you collect the catapult and the pea shooter. You'll need them in later levels.

- In the boiler levels use the water pistol to delay baddies, and give you vital seconds to escape.

- Experiment to find the different effects each weapon will have on different baddies, and use them accordingly. For example, the catapult is the most effective squirrel deterrent.

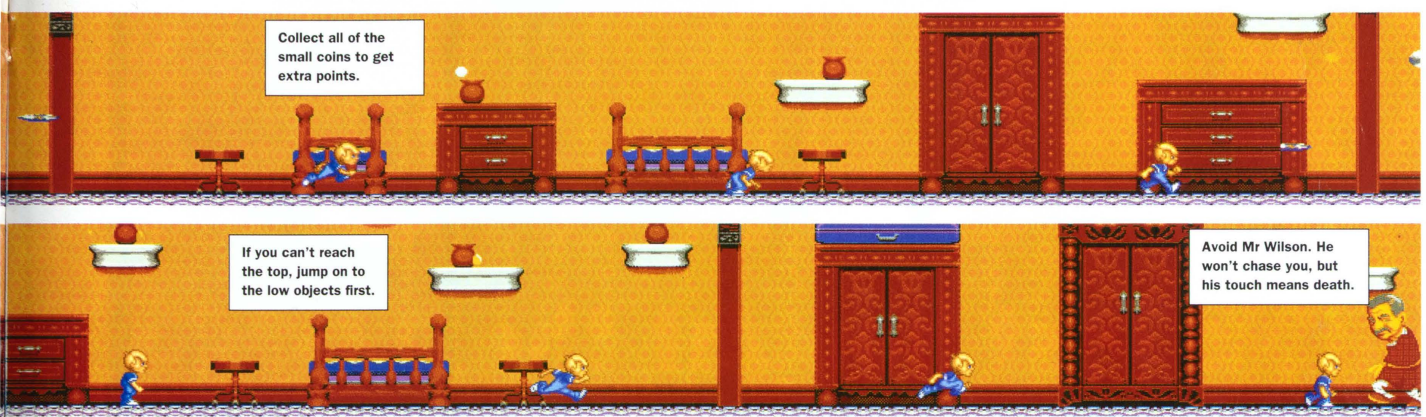
Menacing weaponry

Dennis has a water pistol when he sets off, but he can pick up other weapons during the course of the game. These are selected by pressing the space bar. Some baddies must be shot more than once, and some are completely invincible.

Water Pistol - OK, you can fire it; but it won't do much damage, just annoy people.

Pea Shooter - Really useful for stunning baddies from a long distance, because the peas travel far...

Slingshot - Whereas the slingshot is only useful at a close proximity to the nasties.



THE YO-YO

Oscar might well count his lucky stars that he brought his yo-yo with him. Under your control he`ll not only find it essential for dispatching unfriendly creatures but also for completing some stages. Afraid your yo-yoing might let you down? Well, here`s a quick run-down of how to get the most from your thing on a string:

Before beginning the game proper, try practising with the Yo-yo in the cinema lobby. Here it`s possible to Tarzan-swing all the way across the ceiling and this is a skill which can be of great benefit for reaching remote areas during the game. Attach your Yo-yo to the ceiling by holding down fire and pointing your joystick diagonally upwards. Then carry on holding down the fire button to swing in a wide arc. At the top of your swing, release the button and immediately press and hold it again to begin your next swing. NB: It`s also possible to disconnect your Yo-yo at the end of your swing and carry on jumping upwards - very useful for getting above platforms from underneath.

Holding down fire and pointing the joystick sideways allows you to kill monsters or smash through walls. A diagonal shot will have the same effects but will also grapple ledges.

Oscar leaps on to the Jurassic bandwagon with this sumptuous level. It`s 256-colour backgrounds like this that make life worth living, so make sure you check out the Jurassic landscape. With skill it is possible to use the prevalent prehistoric insects here as stepping stones...upwards.

Oscar even explores the futility of war in this excellently sculpted level that takes place around a naval base. At either side of this submarine are shelves full of bonuses and the only way to reach them is with some very skillful yo-yo swinging. Try diving under the U-Boat for help with this.

100% GAMES

You've just bought the world's finest games machine.

Congratulations.

But don't get cocky. Your problems aren't over. Just because it's the world's best game machine doesn't mean it doesn't get lots of terrible games written for it. And you wouldn't want to fork out another huge wad of cash on a software collection only to get landed with a load of turkeys, would you? Luckily, there's a solution at hand. It's the world's best-selling Amiga games magazine of all time. It's called AMIGA POWER.

AMIGA POWER

DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ THIS

ALFRED CHICKEN™

Is it a bird?
Is it a plane?

The amazing
Flower-Vision-
Transporting-Machine

There's a 'Fry-Up'
waiting in Wood World!

This ain't no Turkey!

MINDSCAPE A1200 ENHANCED

Oh no! The evil Meka-Chickens have eggnapped Billy Egg and his brothers for their terrible cloning experiment! And they've taken Floella too!!

This is no yolk. As the worlds only chicken with a bionic beak, Alfred is whisked off to a multitude of bizarre lands to pluck his friends from the clutches of their foul captors.

Scramble through 11 transdimensional levels facing the likes of Byron Snail, Mag-Mine, Grim Blocker and the Terrasawus. Beat the Meka-Chickens, snatch back the eggs, and lay their plans for world domination to rest!

FOR FURTHER INFORMATION ON THIS AND OUR OTHER A1200 RELEASES PLEASE RETURN THIS COUPON TO: FREEPOST PRODUCT INFORMATION, PRIORITY HOUSE, CHARLES AVENUE, MALTINGS PARK, BURGESS HILL, WEST SUSSEX RH15 9BR.

NAME .....

ADDRESS .....

.....

.....

..... POSTCODE .....

TELEPHONE NO. .....

AF09 IB (A1200)

Twilight

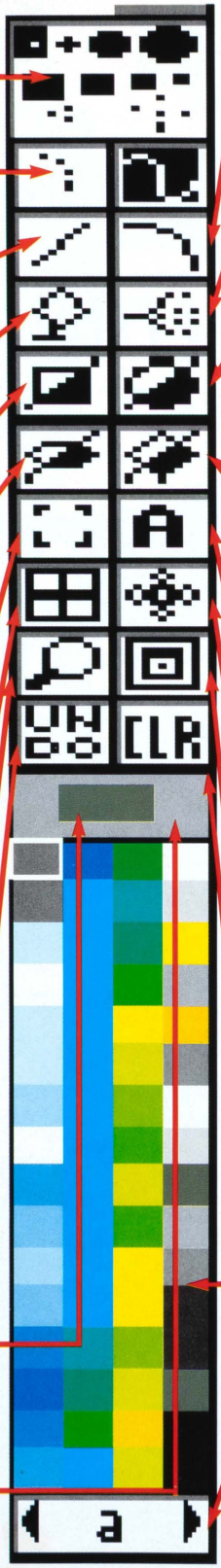
MINDSCAPE INTERNATIONAL

MINDSCAPE INTERNATIONAL LTD., PRIORITY HOUSE, CHARLES AVENUE, MALTINGS PARK, BURGESS HILL, WEST SUSSEX RH15 9PQ.

Copyright (C) 1993 Twilight. All rights reserved. Alfred Chicken is a trademark of Twilight. All Rights Reserved.

THE DRIVING SEAT

The Toolbox is the heart of *DPaint*, so here's a quick guide to what all those confusing buttons mean...



BRUSHES. Clicking on any of the various size and shape brushes will select it for use with the tools below

CURVED LINE*. For drawing freehand lines and curved shapes.

LINE DRAWING. Click and hold for the start of the line, and release for the end.

FILL. Fills an area defined by a single colour.

RECTANGLE*. Draws a rectangle on the page.

ELLIPSE*. Click once for the centre of the ellipse, and again when you've got the required shape.

BRUSH PICK-UP. For picking up an area of the screen for use with brush operations, such as perspective or filling.

GRID. Restricts your actions to an invisible grid. The size of this can be adjusted by clicking on the button with the right mouse button.

MAGNIFY. Zooms in on part of the image for close up work.

UNDO. Enables you to undo mistakes, although it doesn't work with all operations, especially if you're low on memory.

FOREGROUND COLOUR. Changed by clicking with the left mouse button on one of the colours below.

BACKGROUND COLOUR. Changed by clicking with the right mouse button on one of the colours below.

BEZIER CURVES. Click and hold to mark the start and end of the curve, and then move the mouse and click to define the curve itself.

AIRBRUSH. Clicking with the right hand button enables you to define the size of the area sprayed.

CIRCLE*. Click and hold on the centre of the circle, and move the mouse and release when you have the desired size of circle.

POLYGON*. For drawing polygon shapes. You can define as many edges as you like, and finishing a line within a few pixels of the start finishes the shape.

TEXT. Enables you to place text on your drawing. The right button is used to define the font and size of text.

KALEIDOSCOPE or tile. Mirrors the tool currently being used in a user definable pattern around the screen, either like a kaleidoscope or as a series of tiles on the page.

ZOOM IN /OUT. Used with the magnify tool. The left button zooms in, right button zooms out.

CLEARS the screen and fills it with the current background colour.

COLOUR PALETTE. Shows part of the range of colours which can be used in your drawing.

BANK SWITCHER. Several different banks of colour can be defined, and this moves between them.

Buttons marked with a * can be used to draw hollow shapes by clicking in the top left of the button, and filled shapes by clicking in the bottom right.

Pictures of King Tut's head have long been associated with *DPaint*. The latest version really shows what *DPIV AGA* is capable of.

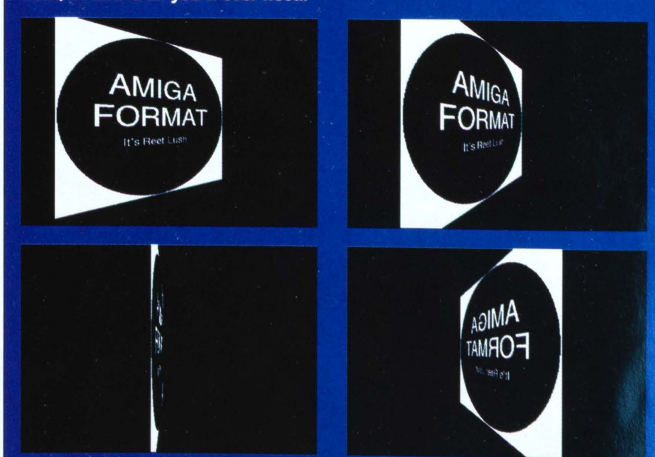
DELUXE PAINT IV AGA is, without doubt, one of the finest paint packages available on the Amiga. It's the program most graphic artists chose to use, so if you've played Amiga games, you will have already seen the results you can get. However, this power does have its price. *DPaint* is an extremely complex program. In these two pages, we provide you with a guide to how to get the most out of this excellent program.

Getting to DELUX

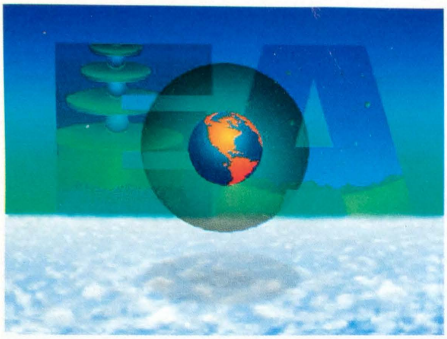
ANIMATIONS ARE ONLY A MOUSECLICK AWAY

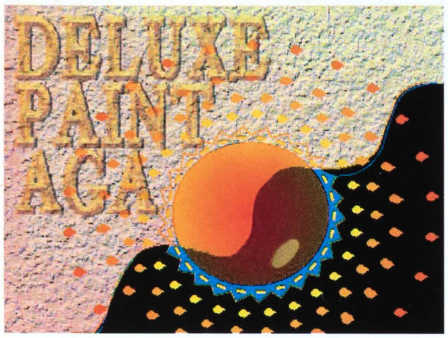
One of the most powerful and useful aspects of *DPaint* is its extremely powerful and flexible animation capabilities. With this, you can create any type of animation from cartoons to video titles and interstellar space epics.

One of the most useful of DPaint's various animation tools is the Move tool. With this, you can create spinning titles and logos with only a few clicks of the mouse button. All that you need to do is to pick up the logo or title as a brush, and type a few values into the move requester. These figures define the rotation and movement of the brush, and you can control how many frames of animation are produced. If you want to produce some simple (or complex) titles for your home videos, or just some surreal animations, *DPaint* is all you'll ever need.



Titles can be produced quickly and easily with the animation tools of *DPaint*.

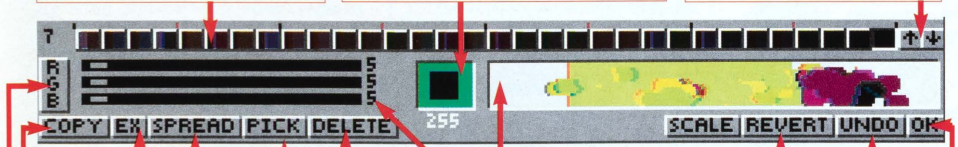




...grips with ...E PAINT

GET THE PALETTE RIGHT

***DPaint IV*'s palette mixer gives you the chance to create colours by mixing existing ones, instead of twiddling knobs and pushing buttons.**



The colours in you palette. Click on one of them to select it.

Shows the currently selected foreground and background colour.

Use these to move between the banks of colours.

Swaps two colours around.

Copies a colour from one position in the palette to another.

Switches from the RGB (Red, Green and Blue) colour mode to HSV (Hue, Saturation and Valence).

Deletes a colour from the palette.

Turns the mouse pointer to an eyedropper, which can then be used to pick a colour from the mixing area. This will then become the selected foreground colour.

Creates a range of colours in the palette, with the colours ranging from the currently selected foreground colour to any other colour in the palette. All colours in between are deleted.

Reverts the palette to the one you had when you started the palette mixer.

Mixer area. Here you can mix together various colours to create new shades.

Undoes your last action.

This button confirms your changes and returns you to the main program.

Sliders for altering the various colour values.

EVERY MONTH IN AMIGA FORMAT

Every month, *Amiga Format* brings you the best reviews of all the new graphics software and hardware, news on new releases and hints and tips for using them. If you want to know what's happening on the serious graphics side of the Amiga, it's the only magazine you'll ever need.

15 HANDY DPAINT HINTS AND TIPS.

1 Read the manual! It's pretty big and dense, but the tutorials in chapter four are very good, and will teach you many things you may not otherwise stumble across.

2 Remember that the left mouse button uses the foreground colour, and the right button uses the background

3 Use as few colours as possible. The fewer colours, the less memory is used, and the more is left for animation frames. Plus, don't forget that a 16-colour image takes much less disk space than a HAM8 one.

4 Stencils are incredibly useful for adding backgrounds (such as skies) to the image.

5 Pressing F10 will get rid of the menu bar and toolbox, giving you access to the full screen. Pressing F10 again will get it back. Remove the menu bar and toolbox before you do any fills, otherwise you'll be left with a strip at the top and left side of your original colour.

6 Don't forget that you have a spare screen, which can be accessed by pressing 'J'. This is extremely useful for preparing and storing brushes for use in your pictures.

7 Save regularly! There are few things more depressing than having to re-do an image that's taken you several hours of hard slog.

8 *DPaint* will automatically convert images from one resolution to another if you start off *DPaint* in the resolution you want the image converted to, and then load the image. Then click on No when you are asked if you want to change to the images resolution. After a bit of processing time, the image should appear in the new mode.

9 *DPaint IV AGA* will load and convert 24 bit files (such as those generated by ray tracing programs) automatically. All you have to do is to load the image as normal, and *DPaint* will ask you if you want the image dithered. Click on yes, and *DPaint* will load in the image and convert it into a HAM8 IFF file.

10 You can use brushes to fill rectangles, circles and other shapes by using the 'From Brush' option in the 'Fill Type' requester. This also works with the fill tool.

11 The Magnify tool is very good for getting down to the individual pixel level, and don't forget that all of the tools can still be used on the magnified image.

12 Merging together two images with different palettes is easily done using the brush remap option.

13 If you're creating an animation which uses the same background, load in the image and then create the number of frames required. The image will then be copied to all of the frames.

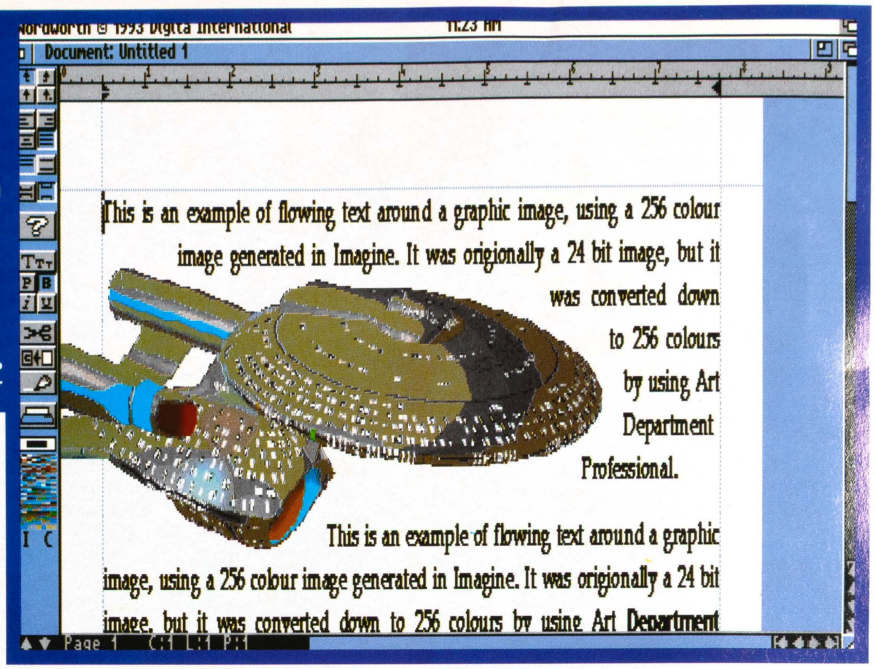
14 Keep the amount of movement in an animation to the minimum to save memory and disk space.

15 Learn the keyboard short-cuts. These are much quicker than using the menu and toolbox and can be used when the toolbox has been removed from the screen by pressing F10.

OLD MAN TEXT, HE KEEP ON FLOWIN'...

Including graphics in your documents is all very well, but if you're dealing with something that's not rectangular (such as the enterprise image on this page), it will often leave you with white spaces around the edge of your image. The solution to this problem is to use text contour flow, which effectively ignores colour zero on the image. So, if you have an irregular shaped image, fill the background with colour zero in *DPaint* (the colour of the top left hand side of the palette), and save it to disk. When you import the file into *Wordworth*, select Contour Left or Contour Right from the picture options menu. Any text will then flow around the image on the appropriate side.

Among *Wordworth*'s many powerful features is the ability to not only load in graphics, but to flow text around their



ONE OF THE programs included with the Amiga A1200 you have just purchased is *Wordworth*. This is an extremely powerful, flexible and easy to use word processor. However, if you're new to computers you may be confused as to what it's all about.

A word processor is a program which enables you to create documents and print them out, but with the added power to use multiple fonts of different sizes, include graphics and save them to disk. It's much easier than using a typewriter, as you can chop and change your document without having to retype the entire thing.

We at *Amiga Format* certainly like Wordworth, which is why we gave it 91% and the coveted *Amiga Format* Gold award in our review in issue 41. It combines ease of use with many powerful features, and can be used to produce anything from homework to company reports.

Getting to grip
WORDWO

A QUICK GUIDE TO THE WORDWORTH SCREEN

MENU BAR. The right mouse button selects any of the menus.

TABS. Here, you can define what type of tabs (left, right, centre or decimal) will be used in the document, and place them on the ruler.

TEXT ALIGNMENT. These control how your text is placed on the page. For instance, if you choose left alignment, your text will be placed up against the left margin.

LINE SPACING. You can either choose single or double spacing for your text.

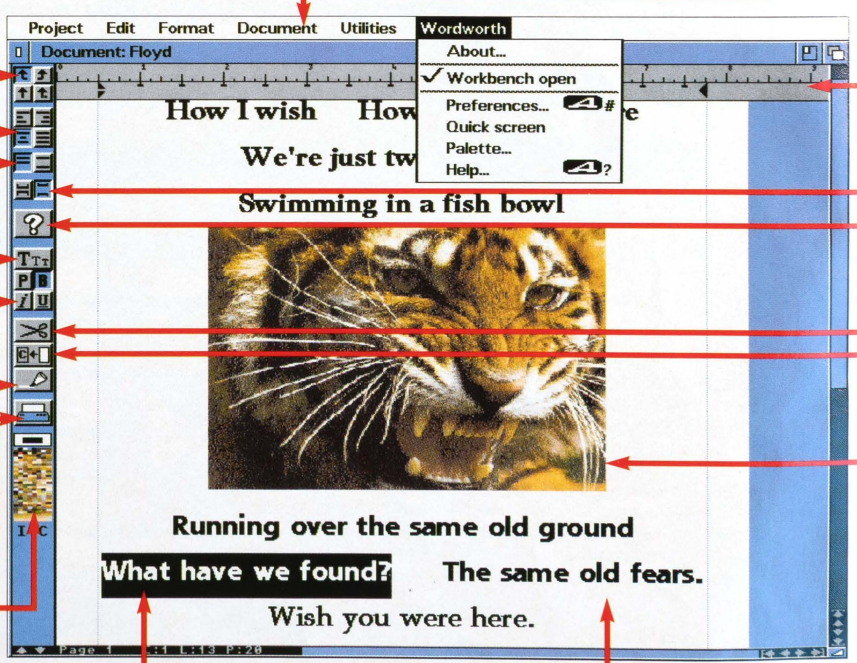
TYPEFACE. Enables you to alter the various aspects of the text, such as font, size, and format.

TEXT STYLE. Makes text plain, bold, italic or underlined, or gives you a combination of these styles.

PASTE. Pastes text from the clipboard into the document.

PRINT. Prints out your document.

PALETTE. Clicking on any of the colours will select this for your text colour. Clicking on the two boxes at the top takes you to the palette screen, where you can alter colours.



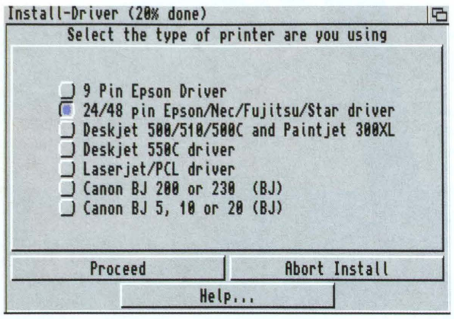
SELECTED TEXT. This has been selected by clicking and dragging the cursor over it. If you were to alter the font, size or format, this text would be affected.

TEXT AREA. This is where the text you type in appears, with a screen representation of the font in which the text will be printed.

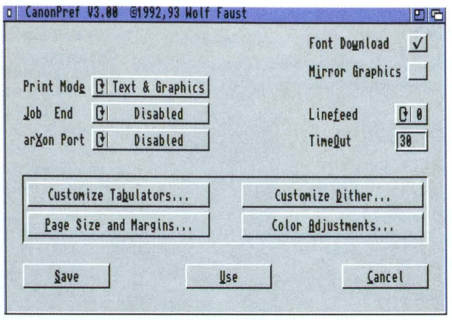
DIGITA PRINT MANAGER

Included with *Wordworth* is a copy of *Digita Print Manager*. *DPM* is a program designed to improve the quality of printout you get from *Wordworth* by replacing the standard Workbench printer driver with a more powerful and quicker program.

The *Print Manager* program is easily installed by double clicking on the Install DPM icon on the *Digita Print Manager* disk. This will start off the installation routine, which will ask you several questions. If you're not sure about anything, click on the button marked Help, which will supply you with some on screen help about how to use the install program. The most important aspect of using this software is choosing the correct printer. The program supports a good range of printers, but if your printer is not on this list, check for one that your printer can emulate (pretend to be).This is usually done by changing the positions of a little set of switches (called DIP switches) somewhere on the printer. If you don't know where these switches are, or you aren't sure which position they need to be in, you should check your printer manual for details.

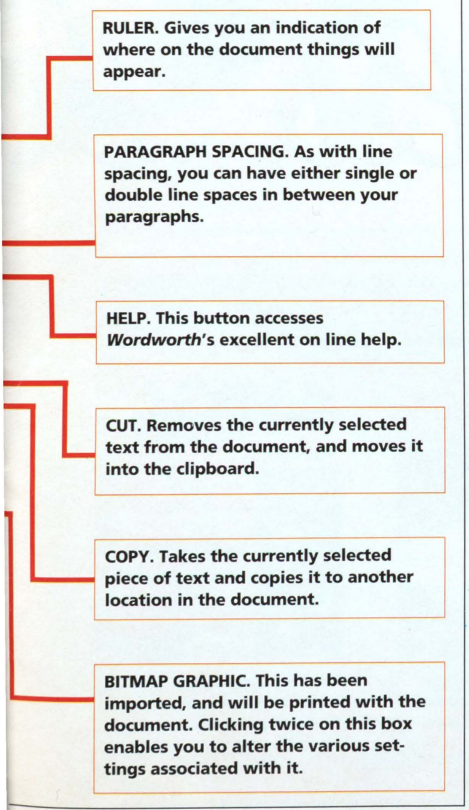


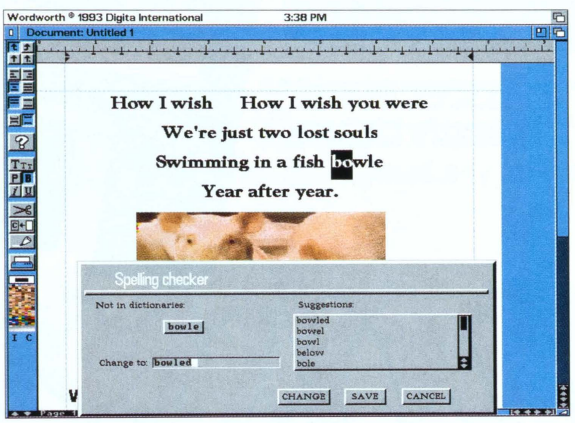
Digita Print Manager supports a wide range of printers. It covers most styles of printer from dot matrix, through Bubblejet and Deskjet right up to laser printers.



This is the control screen for the Canon driver included with *Digita Print Manager*. This screen varies from driver to driver, so check the manual.

...s with ...RTH





Wordworth boasts a powerful spelling checker which can even be set to check words as you type them in.

Even the best typists sometimes make mistakes, but there's no need to worry, as Wordworth includes a spelling checker with 116,000 words. It uses a complex and pretty successful method to work out what you really meant to type, but there are a few simple guidelines to make your spell checking painless.

1 Create a user dictionary which contains commonly used words which aren't in the main dictionary. These include names and technical terms.

2 Be careful that your user dictionary doesn't get too big, as this will slow down the process of spell checking. Don't add every word that is correct but which *Wordworth* doesn't know to your user dictionary.

3 The user directory can be edited by selecting the User Dictionary option from the Utilities menu. You should make sure that you trim your user directory regularly especially if you're a particularly heavy *Wordworth* user.

4 Consider using the Check As You Type option . This will check every word as you type it in, and will advise you if it can't find the last word typed in its dictionary.

5 Use the Ignore All button in the spell checker if you've got a word that's likely to crop up several times in your document, but you don't use that often.

5 TIPS FOR FASTER PRINTING

Five tips to make your output faster

1 Don't use too many fonts in your documents. The more you use, the more time Wordworth has to spend processing each page.

2 If you're not using any graphics on the page, make sure the shade option is set to Black and White, so the program won't need to worry about processing any grey scale images.

3 Use the lowest print density possible. If you're printing out a rough image, don't use a high density setting.

4 Using a high resolution screen with any more than four colours will slow down printing significantly.

5 Don't forget to install the *Digita Print Manager*, as this will speed up printing and improve the quality.

5 TIPS FOR USING FONTS

Creative use of fonts can make your documents easier to read and more attractive. Here's five tips to make you a font wizard.

1 Having a different font for headlines and body text (the main text in the document) is good for creating a contrast in documents. Fonts like Goudy Handtooled and Shannon Bold look good in headlines.

2 If you've got a lot of body text, use a font which can pack a lot of characters into a small space, but is still readable. A good example of this is Univers Medium.

3 Don't forget that what you are aiming to do is to produce a readable document, not pack in as many different fonts and clever design tricks as you can. Keep things simple.

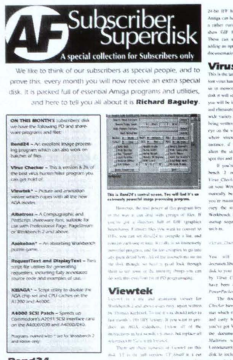
4 Serif fonts are generally more readable for body copy, but tend to give a document a more 'classic' look. If you require a more modern feel some sanserif fonts (futura, helvetica, news gothic) are quite good for body copy.

5 Be careful how long your lines of text are, if they're too long the readers eye will 'skip' to another line halfway along, making reading difficult. Conversely, if lines are too short, having to 'return' the eye to the start of the next line too frequently reduces reading ease too. A good rule is to try and keep a line between 40 to 70 characters long.

EVERY MONTH IN AMIGA FORMAT

Every month, *Amiga Format* brings you the best in reviews of all the new Amiga productivity software, news on new versions and hints and tips for getting the best from your programs. If you want to know what's happening on the serious side of using your Amiga, it's the only magazine you'll ever need.

Subscribe.


AF Subscriber Superdisk
A special collection for Subscribers only

We like to think of our subscribers as special people, and to prove this, every month you will now receive an extra special disk. It is packed full of essential Amiga programs and utilities, and here to tell you all about it is **Richard Baguley**

ON THIS MONTH'S subscribers disk we have the following PD and share ware programs and files:

Rend24 – An excellent image process ing program which can also work with raytracing files.

Virus Checker – This is version 6.26 of the best virus buster killer program you can get hold of.

Viewtek – Picture and animation viewer which copes with all the new AGA modes.

Albatross – A Cyberguidance and Psychotherapy program, suitable for the Earth Ambassador Flap, Amphitheatre or Windows 9.2 and above.

Aaabasher! – An absorbing Wordsworth puzzle game.

RequestText and DisplayText – Two scripts for utilities for generating requesters, including fully workbench source code and examples of use.

KBAGA – Script utility to disable the 1Mb chip ram and CPU caches on the A1200 and A4000.

A4000 SCSI Patch – Speeds up Commodore's A4091 SCSI interface and on the A4000/030 and A4000/040.

Programs marked with * are for Workbench 2 and above only.

Rend24

Rend24 is known by Thomas Krehbiel who also wrote the program, and is a work upgrade and version of Imagy. Unregistered users of Imagy, Imagineer or previous versions of Rend24 will be familiar with the way it operates, although it does have a few extra features.

It's a program which takes an image or a series of images and renders them into a video format. For instance, you could load in a 24 bit IFF file and convert it to a PAL image. Alternatively, you could load in a series of IFF files and convert it to a PAL anim. We won't go into it in any more detail here, as there is a full manual on the disk.

Virus Checker

This is the latest version of John Veldthuis' excellent virus hunter and killer. This version finds it and is extremely and every time you insert a new disk it will scan it for any viruses. If it does any, you will be informed, and given the option to try and eliminate the virus from the disk. It can spot a wide variety of viruses, but new ones are always being written, so Virus Checker will only keep on top of the current ones. Virus Checker will spot this and warn you.

If you're running your Amiga with Workbench 2 or above, then simply drag the Virus Checker icon into the WBStartup drawer of your Workbench, and the program will automatically be loaded whenever you boot up. If you're running with Workbench 1.3, you should copy the icon into the C directory of your Workbench disk, and then add a line to your startup-sequence to set the program running such as.

```
Virus_Checker
```

You will also want to copy the file assembly.library from the libs directory of the disk to your Libs directory, because this is used by Virus Checker when examining files that have been compressed by programs such as PowerPacker.

The documents for this version of Virus Checker have been produced in AmigaGuide format which explains all of the options in more and easily browsed than appear in the text. If you've got Workbench 2 or above, you can read the documents in this format by using the Multiview software supplied with Workbench. Unfortunately, there is insufficient space on the disk to include this software, so a conventional text reader has been used – however you will still have to read it manually.

Albatross

Mr. Abrahms has recorded on this disk is an Intelligent Computer and Psychology program. The program will be the most useful enough, because this can be used with Workbench 2 or above, both *Professional Page*, *Page Stream* and many other graphics and desktop publishing programs.

A LOOK BEHIND THE SCENES AT *AMIGA FORMAT*

AF Backstage

A SPECIAL NEWSLETTER ONLY FOR SUBSCRIBERS

AF Subscriber Superdisk

ISSUE FORTY NINE AUGUST 92

Is the price right?

The Second disk... What do you think?

This month sees a bold move on the part of Amiga Format – a second disk purely for subscribers. Why did we do this... we explain. What do you think... we want to know.

Get The Most Out Of Your Amiga 1993 and find out what you're missing

The essential reference old product guide to the Amiga has been completely revised for 1993. Packed with information in 300+ pages, it contains chapters on the Amiga's history, setting up your machine, the Workbench menus and editing Workbench preferences. Plus advice and information on paint packages, 3D modelling and much, much more. Yes you have too or need

processing, desktop publishing, business packages, programming languages and more. But... you've been told. We review the best 10 Amiga games ever, and point tips for over 50 top releases! We also introduce the best Public Domain and shareware Amiga programs available and tell you how involved in upgrading your machine – choosing a printer, and choosing and using

a hard drive. On top of all that there's a full Amiga directory, packed with ADDRESSES of 1.1 companies, user and fanzines!

Get the Most out of your Amiga is the essential companion for Amiga owners who want to GET the best out of their machine and it's the best!

Turn the page and order your copy now!

The Subscribers Superdisk. This seemingly innocent piece of blue plastic is actually packed with utilities and games especially chosen to make our subscribers lives that bit happier. It can be yours too!

Every month, Amiga Format subscribers get an extra four pages! Two are instructions for the Subscribers Superdisk, and two are 'Backstage', our newsletter specifically for subscribers. In Backstage you'll find all sorts of inside info and trivia on the *Amiga Format* team and what we've been up to here in the office, plus our thoughts on the latest events in the Amiga world.

And get e

BUILD YOUR SOFTWARE COLLECTION FOR CHEAP...

Many past issues of *Amiga Format* have featured full packages. Here's your chance to get yourself a full software liibrary at a bargain price.

Issue 33 featured the original version of the excellent landscape program *Vista*.

Issue 39 had the Assembly language DevPac 2 on the coverdisk, Ideal for aspiring games programmers.

Issue 42 has yet another great programming language, this time it's AMOS on the coverdisk.

Issue 43, if you fancy a dabble with a database, buy this issue and give *ProData* a try.

Issue 51, now you've seen what *Print Manager* can do for your *Wordworth* printouts, try *TurboPrint*.

...AND GET SOMETHING INTERESTING TO READ TOO

JUST £5 EACH

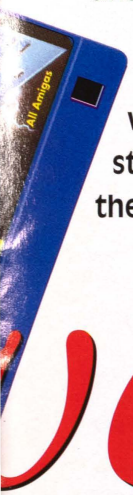
Here at Amiga Format we try and give all our readers as much as possible, as often as possible.

Every issue of Amiga Format is full to bursting with news, reviews, round-ups, tips, advice and so much more for every Amiga owner.

On the front of every issue of Amiga Format there are two disks packed with the latest games demos, most useful utilities and even complete serious programs.

But to those of you who show us your loyalty by subscribing to Amiga Format, we like to show our gratitude.

So as a subscriber to Amiga Format you can get not only a huge issue packed with Amiga info and two program packed coverdisks. You also get an extra disk full of utilities specially chosen by the Amiga Format technical team to help you get more out of your machine, more easily. This special disk, called the Subscriber Superdisk, is completely packed with the best of our readers' programs, and the horttest PD releases. And it costs you absolutely nothing.



As if that wasn't enough, subscribers also get a newsletter that gives them the inside line on what's going on in the Amiga Format offices, and background detail on some of the hottest news stories. And ... (you mean there's more?) subscribers get two pages of instructions on how to get the most from their Subscriber's Superdisk. What more could any Amiga owner want?

...en more!

YES! I'd like to join the hallowed ranks of ***Amiga Format*** subscribers. Not only that, but I'd like to receive ***Amiga Format*** directly through the little slot in my front door every month. And I'd like to get the subscribers newsletter and Superdisk too...

Name _____

Address _____

_____

_____ Post code _____

Telephone number _____

Method of payment (please tick) ☐ Access ☐ Visa ☐ Cheque ☐ Postal order

Credit card no _____

Expiry date _____

Please send me the following back issues at a cost of £5 each _____

_____

I would like a subscription to ***Amiga Format*** for the following geographical region, 'cause that's where I live! I enclose the following payment...

☐ United Kingdom _____ £38.95

☐ Europe _____ £67.95

☐ Somewhere else (on Earth) ___ £97.45

☐ Rest of the galaxy ____ £69,999,999.95

Total order value £ _____

Send this form to

Amiga Format Subscriptions
FREEPOST
Future Publishing Ltd
Carey Court
Somerton
Somerset
TA11 7BR

Please make all cheques payable to **FUTURE PUBLISHING LTD.**

AMF/MIB/93

Expand Your HORIZONS

Your new Amiga is just the starting point. With just a few extra purchases you can expand your machine to be a powerful and flexible creative system. Marcus Dyson takes a look at what's available.

EVERY MONTH IN AMIGA FORMAT

Amiga Format **reviews absolutely all the new software and hardware that becomes available for your machine every month, so you can stay informed of what's hot and what's not for your new A1200.**

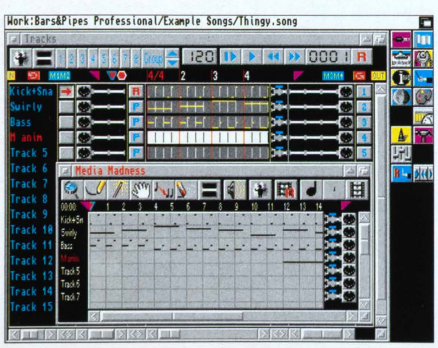
You'll find the products on these pages at all good computer shops, especially those specialising in the Amiga. However, not every shop will carry all the products, so if your usual supplier doesn't stock what you want, refer to the many adverts in *Amiga Format*. By studying the numerous pages of product lists you will be able to find what you want at the best price available.

MUSIC

Graphics may be the Amiga's home territory, but it can show other computers a thing or two when it comes to music too. Computers are great for making music - after all, most of the stuff you hear in the charts nowadays is produced using a computer of some sort. The chances are, it may even be produced using an Amiga exactly like the one you've just bought.

The best way to make music is to connect an electronic instrument to your Amiga using a system called MIDI. Most new keyboards can use MIDI, but check before you buy one. To link this up to your Amiga, you need only buy a MIDI interface and some leads.

To control the keyboard using your Amiga, you need to buy a piece of software known as a sequencer. This enables you to play the keyboard by moving notes around on your Amiga screen using the mouse. The sequencer will record the notes you have placed, and then play them back to you - even the chords!



Bars and Pipes Professional 2 **is a music package that boasts every feature you could ever want.**

RECOMMENDED

A sequencing package needn't cost an arm and a leg. *Rave* from The Software Business is a good no-frills program which enables you to create music with the least possible effort,.

At the other end of the spectrum, if you're really serious about MIDI music you could go for *Bars and Pipes Professional 2* from Blue Ribbon Soundworks. This hefty package has everything you could want from a sequencer, along with options to control video and multitrack recorders - definitely one for the professional..

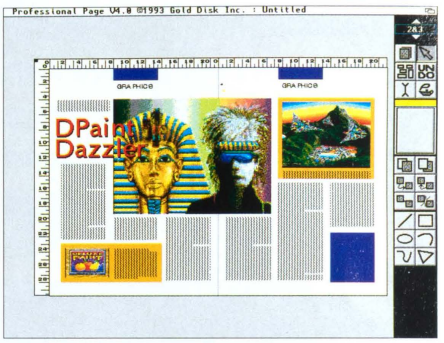
WP/DTP

One thing most computers are very good at is writing letters. You can create a basic letter, with your name and address, and other page furniture like 'Yours Faithfully' and then just add what you want to say each time.

Word processors enable you to add or delete and rearrange the words of your letter before you print it. Most word processors also enable you to check the spelling of your letter, and some will even suggest words to you to prevent you from being repetitive.

Some word processors are also capable of importing pictures into your document, and formatting the text to create a more professional look to your printed output. These packages are known as word publishers, or document processors.

A step further on from a word publisher is a package called a desk top publisher. These programs offer a very high degree of formatting of text, and enable you to import and scale pictures. A DTP program was used to create the page you are now reading. The Amiga has several very good DTP packages.



If you've got designs on producing your own magazine or fanzine *ProPage 4* could be the program for you.

RECOMMENDED

The best Word Processor for the Amiga is *ProText 5.5* from Arnor. If you are simply writing letters, or writing text for someone else to use in a DTP program, *ProText* is unbeatable.

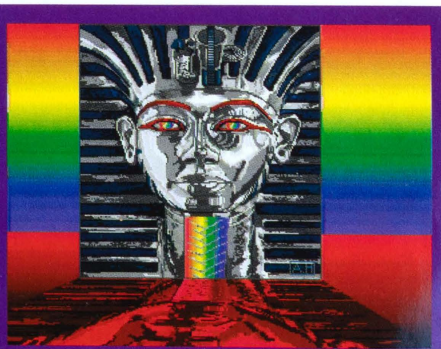
When it comes to document processors, *Wordworth* from Digita has the market cornered. Not only is it a supremely capable package, but it is updated frequently and has very good levels of user support. Oh, and you've got it free!

PAINT

The Amiga's reputation is built on its graphics capabilities. It was the first 32-colour home computer, and its startling 4,096-colour HAM mode was revolutionary in its day. Now the new AGA chipset, in your A1200, means your Amiga can display up to 256 colours in 'normal' modes, and up to 262,144 in HAM8 mode.

As you would expect, any computer with this kind of graphical capability has its fair share of paint programs. The longest standing Amiga paint package is *Deluxe Paint* from Electronic Arts. Now in its fourth version and umpteenth revision, *DPaint*'s story is the story of the Amiga.

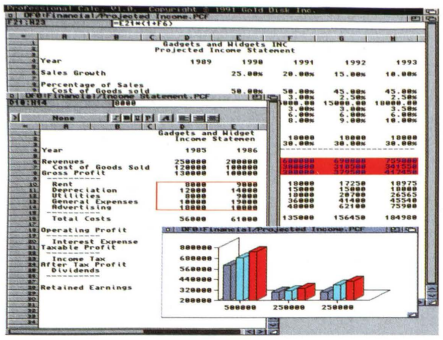
The latest version is AGA compatible, can make use of all your A1200's graphics modes and, joy of joynesses, comes free in this bundle. It's a superb program, but it has a little trouble handling so many colours and can be rather slow. Although *DPaint* has more features than most packages, there are new programs which are more friendly and might make a good second choice.



DPaint **is a superb paint package that makes full use of all the A1200's amazing graphics capabilities.**

RECOMMENDED

Brilliance **from Digital Creations and *Personal Paint* from Cloanto were coded with the A1200 in mind, and offer all the basic painting features with a little more speed than *DPaint*.**



Make your home accounts run smoothly by using your Amiga and a finance package such as *ProfessionalCalc.*

Amiga DTP is dominated by two programs, *Professional Page 4* from Gold Disk and *PageStream* by Soft Logik. Both programs offer extremely high-quality DTP results, and both can be used to create a semi-professional quality magazine.

FINANCE

If you're running a small business, or even just trying to balance your cheque book, you need to be good with the old calculator. But why bother with the little LCD beastie, when you have your powerful Amiga just standing there doing nothing?

With the right software your A1200 can add up all your incomings, calculate your tax and national insurance, then take away all your bills and other outgoings. Pretty clever, really!

RECOMMENDED

For simple home accounting the aptly named *Home Accounts 2* from Digita is an excellent package. If your financial dealings are a little more convoluted, *ProfessionalCalc* from Gold Disk could be the answer to all your difficult maths problems.

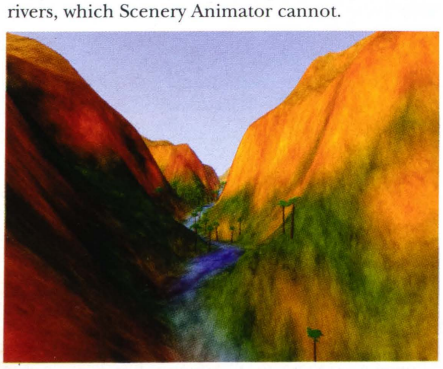
LANDSCAPE

A special kind of 3D software exists that specializes in creating 3D landscapes. These are created either from mathematical models, like in a 3D package, or from fractal mathematical calculations.

Once a landscape has been created the user can add features like trees, rivers, lakes and even buildings to the scene. Some of the packages also have animation features, so it is possible to create a fly-by animation that looks like a film shot from an aeroplane or helicopter.

RECOMMENDED

There are two top landscape packages, *Vista Pro 3* and *Scenery Animator 4*. Both are adept at creating pretty pictures of mountains, lakes and trees, but *Vista* is better for still landscapes, and it can add rivers, which Scenery Animator cannot.



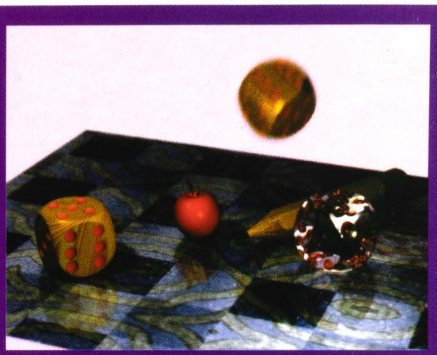
Using a program such as *Vista Pro*, you can create quite stunning scenery like the river valley above.

3D GRAPHICS

Ray-tracing and solid modelling programs are two forms of graphics packages that can deliver incredibly life-like results. They work by building a model of the object you want to create a picture of. This model is a digital model, made up of points, lines and surfaces.

Each surface can then be given properties, such as colour, shininess, pattern and so on. Objects can even be created in transparent materials and you can move and re-size them relative to one another to get the scene just as you want it.

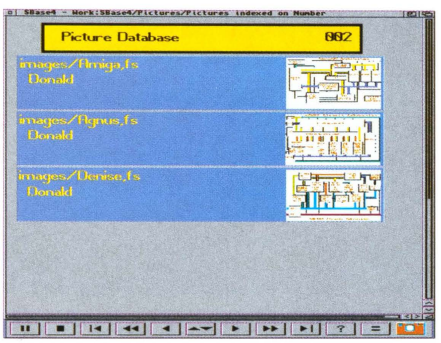
Then you position a series of lights around the scene, which are all given an intensity and a colour. Then (it sounds more complicated than it is) you position a camera and tell it to take a picture. The computer calculates what the picture would look like and this calculation is called rendering the picture. Rendering involves calculating the paths of millions of rays of light, and tracing them from the light source to the camera, hence the name ray-tracing.



You can create images such as this using your Amiga and a ray-tracing package such as Real 3D 2 or Imagine.

RECOMMENDED

The best ray-tracing package is Real 3D 2, and you'll find a special cut down version on the Coverdisk of *AF* 53. Real 3D has recently taken the crown from an excellent program called Imagine.



The Superbase range of databases offers a variety of packages, some of which are incredibly powerful.

Vista also enables you to manipulate your landscape in a paint package then re-import it and render the altered version. *Scenery Animator,* as its name suggests, is far better when it comes to animation. One last trick *Scenery Animator* has up its sleeve is that it can take in objects created in a 3D package and render them as part of your landscape scene.

DATABASE

Information is power – that's a basic tenet of modern-day living. But keeping all that information in an easily accessible and understandable manner can be a bit tricky.

Even if the information you want is just a catalogue of your record collection, it can get mixed up, out of order and muddled. Unless you have a database, that is.

These programs enable you to enter lots of information, then rearrange it into an order that is easy to understand. They will put information into categories and you can view or print out just the bits you want to see.

You could for instance catalogue your records, then print out just your Rolling Stones records, or you could go a step further, and view only your REM albums that were produced by Scott Litt.

RECOMMENDED

SuperBase Personal 4, the latest in OXXI-Aegis's SuperBase series of databases, is possibly the best affordable database on any computer.

Not only can you store stuff that you've typed in, but you can save pictures too. *SBase Personal*'s big brother *SBase Professional* is even better, but it is so powerful that you probably won't need all of its many functions unless you are an absolutely enormous Global MegaCorp.

PROGRAMMING LANGUAGE

There are hundreds - no, thousands - of great Amiga programs. But there is always the chance that you will need a program to do something no-one has thought of before.

You may wish to control your entire model railway via your Amiga, or you could want a package that enables you to calculate the airspeed velocity of a swallow (African or European). You may just have a great idea for a game. In these cases, it is often best to write your own software.

Of course, to write a program you need to be able to tell your machine what you want it to do, and this is where a programming language comes in. There are many languages, from a high-level language like Basic (Beginners All Purpose Symbolic Instructional Code) which needs interpreting so that the computer understands it, right down to machine code, which is directly understandable to the machine.

RECOMMENDED

The most popular Amiga language is AMOS, which is an extended Basic. It is easy to use and quite flexible. The only problem is that programs written in AMOS are a bit slow, and tend to have a certain 'written in AMOS' look about them.

Recently a new language from New Zealand, called Blitz Basic 2 has been causing a lot of excitement. Despite being a Basic, Blitz is very powerful and incredibly fast.

The crazy racing game *Skidmarks* was programmed using the new Blitz Basic language.

FLOPPY DRIVES

If you are going to be using your Amiga for more than just playing games, you will at some time need to copy or format a disk. When you see how much disk swapping this involves, you will quickly realise the advantages of having a second drive.

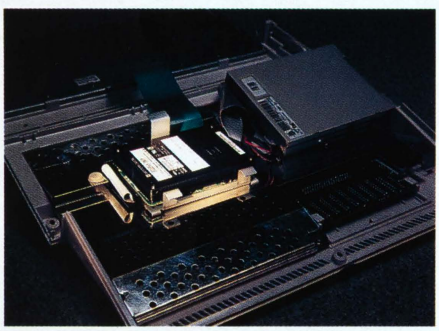
Additional floppy drives are fairly cheap (they start at around £50) but over the life of your Amiga they will save you hours of time and much frustration. Some games (but sadly, not all) take advantage of extra drives, meaning that you don't have to swap disks to load further levels.

There are many good quality external drives for the A1200, so shop around for the best price. Commodore's own 1011 has a high quality mechanism and high impact plastic casing.

The Power XL 1.76Mb, can store twice as much data as conventional drives by using special HD (High Density) disks. Although this drive is more expensive than most, if you are using large files, or saving a lot of smaller files, it would be an excellent choice.

Once you start to get to use your Amiga for more than playing games, you'll probably want a floppy drive.

The best flatbed scanners we've seen are the Epson GT-6500 (above) and the updated Epson GT-8000.



If you find all that disk swapping a touch tiresome maybe you need a hard drive like this IDE drive.

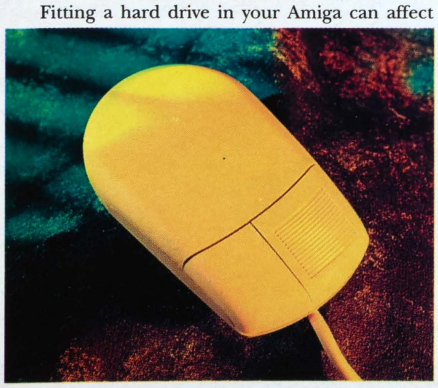
HARD DRIVES

After you've booted your Amiga and loaded Workbench a few times you'll realise how nice it would be if this action was carried out automatically, and quickly, every time you switch the machine on. If you play large games such as *Monkey Island 2* you will soon tire of the number of disk swaps required to complete the game.

But there is an obvious solution to both these problems. It's called a hard drive. Hard drives behave in a similar way to the floppy drives that you can insert in the side of your machine, but they spin much faster and carry much more data.

Because hard disks spin so fast they have to be protected more than a floppy disk, so they are usually not removable like a floppy. The A1200 can take a miniature IDE (Intelligent Drive Electronics) hard drive inside its case. Hard drives come in different storage sizes, and the simple rule is the greater the storage, the more they cost.

Fitting a hard drive in your Amiga can affect the warranty, unless it is fitted by an approved Commodore distributor. So if you are going to put a hard drive in your machine make sure the shop that does it is prepared to offer you an alternative warranty agreement.



The Power Mouse is a rather robust and reliable rodent. Truly it is a mouse among mice.

Different accelerators offer different features. Base your choice on a features versus price comparison.

REPLACEMENT MOUSE

Amigas used to have a bad reputation for their quality of their mice. But Commodore took notice, and the quality of the average Amiga rodent is not bad at all these days. But nothing lasts for ever (of that I'm sure), and one day your mouse will squeak its last. Fortunately there is a host of Amiga replacement mice.

RECOMMENDED

The nicest rodent replacement we've seen is the Power Mouse, from Power Computing. Its silky smooth plastic surface is a joy to hold, and its mechanism is robust and reliable. Our other hot favourite is the Golden Image mouse which has delivered thousands of hours of sterling service in the *Amiga Format* offices.

ACCELERATORS

The 32-bit Motorola 68020 processor in the A1200 is fast enough for most normal computing tasks, but if you are doing something very processor-intensive like 3D ray tracing, you may find you need more power.

There are a couple of ways of speeding up your machine. The first, and cheapest, is to buy a RAM expansion. Not only does a memory expansion give your Amiga more memory in which to run programs, but it also speeds up the machine.

The reason for this is that all the memory in an A1200 is chip RAM, and this runs at a slower speed than fast RAM. So adding some fast RAM immediately speeds a machine up to around twice the normal speed.

On top of this many RAM expansions have a built in FPU (Floating Point Unit). These chips are very good at maths intensive operations and speed up the Amiga even further.

Another way of speeding up the A1200 is to insert a card in the trapdoor slot which carries a new, faster processor. These cards often carry extra fast RAM and an FPU too, and offer the extreme in acceleration.

SCANNERS

Scanners are devices which convert pictures, usually in the form of photographic prints, into computer graphics files. The standard file for pictures on the Amiga is the IFF (Interchange File Format) so all Amiga scanners must save in this form. Scanners are useful if you are doing desk top publishing, or even if you're not too hot with the old mouse in your favourite paint package.

Scanners come in two basic forms, hand-held and flat-bed. Hand-helds are cheaper, but offer lower quality than the very expensive flat-bed type.

RECOMMENDED

Power Computing's hand-held mono scanner offers the best results we've seen and at a very favourable price. If you need colour, though, the MiGraph ColourBurst scanner gives excellent results at a very reasonable price.

If you are very serious about your scanning you will need to get a flatbed unit. The best ones we've seen are the Epson GT-6500 and its big brother the GT-8000. Both these scanners give the kind of professional results that you could expect to see in a magazine like ***Amiga Format***. And they both have the option of a transparency unit which enables you to scan slides as well as prints.

DIGITISERS

Another way of getting images from outside your Amiga onto the inside is a device called a digitiser. This takes a video signal, either from tape or straight from a video camera, and turns it into an IFF. There is a huge choice of Amiga digitisers, from basic, budget, monochrome units right up to broadcast-quality true-colour ones.

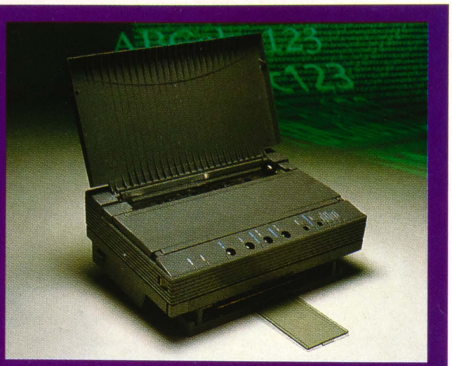
The main differences are colour or mono, real time or not. The colour or mono thing is straightforward enough, you either want to produce mono images or not. The real time decision is a bit more difficult. A real-time digitiser can grab a video image at a single pass, so it can capture a moving image. Non-real-time units require the

PRINTERS

If you're doing any DTP, word processing or graphics with your A1200, chances are you'll want some 'hard copy'. Hard copy is a computery term for a print-out, and to get it you'll need a printer.

The most common types of printers are dot matrix machines. These fall into two categories, 9-pin and 24-pin. Generally a 24-pin machine gives better quality output than a 9-pin.and therefore costs a lot more. Dot matrix printers work in a similar way to typewriters, in that they transfer ink from a ribbon to paper by physical pressure.

A different approach to printing is taken by bubblejet printers, which give excellent output, but only in mono. Colour versions are available, but they are ridiculously expensive.



The Canon BJ20 is a good bubblejet alternative to a dot matrix printer, and it needn't break the bank.

RECOMMENDED

Many manufacturers produce excellent printers for the Amiga. Commodore offer the official original manufacturers machines. Star printers are feature-packed and good value for money, Panasonic printers are very quiet, Citizen printers come with special software to make the print quality better. Canon make a range of quality, inexpensive bubble jet machines, so shop around.

The Vidi Amiga 12AGA system from Rombo leads the way at the best affordable digitiser for your Amiga.

image to be still, so you must use a video deck with a very good pause facility.

RECOMMENDED

The Vidi Amiga 12AGA system from Rombo is the best affordable digitiser - in fact, it is so cheap that it's fairly pointless even considering a mono unit. If you need a real-time digitiser, at the time of writing your choices are not good, but Rombo are currently working on a real-time version of Vidi12 and Vidi24 (the true-colour version). Both could be available by the time you read this.

GENLOCKS

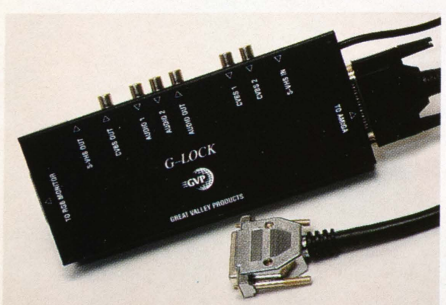
If you are using the Amiga for video work, which is an area it is particularly adept in, you may wish to add titles to your productions. You can prepare the titles themselves in any number of packages from a basic paint package such as *Deluxe Paint* through to a the dedicated titles effects program such as *Adorage*.

But to get them in front of your video image, you need a special box of tricks. This box, called a Generator Locking device, or Genlock, enables you to choose one colour of your computer image and make it completely transparent, so that your video image shows through. If you imagine drawing some red titles on a black background, then 'locking' your black out, you will have red titles on top of your video image.

Genlocking is great fun, and whenever we get one in the office we have tons of giggles videoing ourselves and attaching *DPaint* viking hats to our heads. Oh, well!

RECOMMENDED.

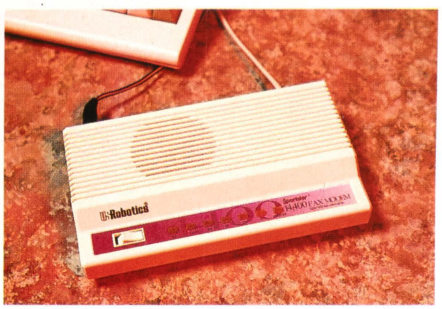
If you're just trying out video for the first time you'll get acceptable results at a bargain price with a RocGen from RocTec. This unit is easy to use, and offers a great first taste, but doesn't bear up to semi professional standards. For a higher-quality image you should look at units such as the GVP G-Lock or, if your budget is a little more accommodating, the G2 series of Genlocks.



The GVP G-Lock has more features than some cheaper genlocks, but work out what you need before you buy.

MODEMS

It is possible to speak, swap programs and even play games with other Amiga owners over the telephone lines. To do this you need a machine that converts your data into a form that is transmittable via the telephone system. Such a machine is called a MOdulator/DEModulator, or modem. There are many modems available, but it is important to buy one which has BABT (British Approval Board for Telecommunications) approval, otherwise it is an offence to connect it to BT's system.



Before you buy a modem, you should make sure that it has been approved by the BABT.

RECOMMENDED

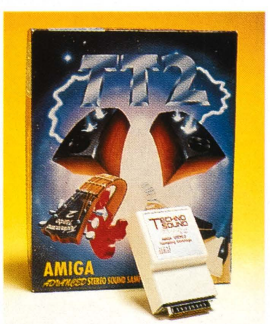
We particularly like the Sportster modem from US Robotics. Despite its resemblance to a Stylophone, this unit delivers good high-speed data transfers with a minimum of fuss. We use one in the office for getting copy from many of our contributors.

SAMPLERS

To make music on the Amiga, you need to use either the Amiga's internal sound chip or sounds which have been digitised into the machine. These digitised sounds are called samples, and are captured by a small device called a sampler. There are many for the Amiga, and it is usually the software that determines a good one from a bad one.

RECOMMENDED

The best budget sampler available for your new Amiga is the TechnoSound Turbo 2 which is available from New Dimensions. It has the dual advantage of being both powerful and very easy to use. TechnoSound Turbo 2 offers an excellent introduction to the world of Amiga sampling.



Sample the delights of the TechnoSound Turbo 2 from New Dimensions.

MONITORS

Your Amiga A1200 has a little box called a TV modulator built in, which means that you can plug it directly into a domestic TV set with the cable provided. This will give you a perfectly adequate picture for playing virtually all games and for using some graphics programs.

But when you get into things like DTP, word processing or more advanced graphics programs, you'll need a monitor. Monitors are TVs that can't receive a TV signal, but they have high resolution screens, so they can display sharp, clear pictures.

If you want a monitor, then it's worth considering Commodore's A1940 and 1942 models.

RECOMMENDED

By far the best monitors for the A1200 are Commodore's own A1940 and 1942 models. They can both display all the high resolution modes of the A1200 (except for one obscure American mode that no-one wants to use anyway). The only difference between the two is that one of the monitors has a higher 'dot pitch' (meaning the phosphorescent dots that make up the picture are packed more densely) and so gives a sharper picture.

WIN!
3 COPIES OF ART DEPT. PRO
EXPERT ADVICE AND TIPS FOR EVERY AMIGA ENTHUSIAST
AMIGA SHOPPER
From the makers of AMIGA FORMAT
ISSUE 29 ● SEPTEMBER 1993 ● £1.95
YOUR DEFINITIVE AMIGA GUIDE
COMPUTER CRIME
Protect yourself from the crooks
CENSORED - ADULTS ONLY
WARNING! VIRUS DETECTED
DISK COPY FAILED
SOLVE YOUR PRINT PROBLEMS
Desktop publishing tips: page 57
DOUBLE YOUR DENSITY
Power's high density drive: page 61
CREATE A PAINT PACKAGE
AMOS programming: page 68
CHOOSE A PRINTER
Three of the latest reviewed: page 82
AMIGA ANSWERS
All of your hardware and software problems solved by our panel of experts in eight fact-packed pages. Send us your queries!
PLUS
IFF format tutorial, Maple V review, Ami-Back review, music, AmigaDOS, Amiga Exposed, C programming, video applications, public domain, user groups, reader ads and more
Future PUBLISHING
Your guarantee of value
WIN!
A CANON BJ-10sx PRINTER
EXPERT ADVICE AND TIPS FOR EVERY AMIGA ENTHUSIAST
AMIGA SHOPPER
From the makers of AMIGA FORMAT
ISSUE 28 ● AUGUST 1993 ● £1.95
YOUR DEFINITIVE AMIGA GUIDE
MAKE MONEY with your Amiga
Eight pages of practical advice:
• Hardware and software needs
• From DTP to video – it's all covered
• Art tips
• Getting grants
EASY FILE MANAGEMENT
Directory Opus: page 89
UNDERSTAND MEMORY
Amiga Exposed: page 26
ULTIMATE MAC EMULATOR?
Emplant reviewed: page 61
BUILD A VIRUS DETECTOR
Hardware project: page 64
AMIGA ANSWERS
PLUS
Music, desktop publishing, AMOS, AmigaDOS, Amiga Advocate, ARexx programming, C programming, video applications, the Amiga on TV, public domain and more
Future PUBLISHING
Your guarantee of value

Look what you've been missing

Serious, hard core information, that's what. No-one packs as many words onto the page and crams in as many clear and informative diagrams, no-one tells you quite so much about exactly how your Amiga works as *Amiga Shopper*. We'll also tell you about all the non-games software you can buy – from graphics packages, through music makers to programming languages – and the add-on boxes you can buy to enhance your machine's performance. We give good, solid buying advice, ruthlessly comparing rival products to see which is the best for you.

Amiga Shopper costs only £1.95, or £2.95 for issues with utility-packed cover disks. Discover what you and your Amiga are capable of achieving.

AMIGA SHOPPER

Free software? Surely some mistake! But no – read on, as our techie whizz Richard Baguley explains how you can get hold of some of the best Amiga software around yet with practically no money changing hands...

PD Software

ONE OF THE things that has made the Amiga the popular machine it is today is the large amount of Public Domain software available. Everything from ray-tracing programs to rave tracks is available for only a couple of pounds.

Public Domain (PD) is a pretty general term, but what it basically means is that the authors of a disk have decided to make it widely available by specifying that anybody can copy the disk, as long as only a small sum of money changes hands. If you've bought a PD disk from a PD company, you are free to make as many copies as you like for your friends or family.

Although PD is a general term, there are several specific types of PD. If a program is 'Freeware', you can distribute and use it as much as you like with no restrictions. If a program is 'Shareware', you can distribute it as much as you like, but if you use it regularly, you should send a certain sum to the programmer. Usually, he'll supply you with a newer or upgraded version of the disk in return. The other common type is 'Licenseware', where the author has granted permission for one or several PD companies to distribute the program, in return for a percentage of the profits. You aren't allowed to pass these programs on, but they still shouldn't cost you more than a fiver.

So where do you get all these lovely programs from? Check the pages of ***Amiga Format***, which contain adverts from the many companies who specialise in PD. These range from one person copying disks in their bedroom to professional companies with offices and full-time staff, but any good PD company should be willing to help you get hold of the program you need.

One area that worries many people about PD is pornography. Various people do pass this sort of material around, and much of it is not very pleasant. Many PD companies refuse to deal with this type of material, but if you do come across one that does, report them immediately to the police, since this type of material is as illegal on computers as on videotape. It's not as widespread as is commonly thought, but it does exist.

DEMOS

Short for demonstration programs, this is where a group of programmers and artists (called a demo crew) produce a disk which shows off both the power of the Amiga and their own artistic and programming skills. There are various types of demos, which include many different techniques, such as ray-traced graphics, vectors or blitter objects.

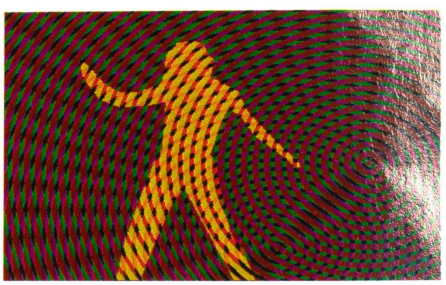
What it boils down to is an excellent way of seeing what your Amiga is really capable of. If your friends don't believe that computing can be creative, stick one of these demos on and watch them learn the error of their ways.

STATE OF THE ART

Modern demos have gone beyond just being demonstrations of the power of the Amiga and have become works of art in their own right. Demos such as *State of the Art* are really more like music videos than animations. This demo uses a wide variety of techniques such as vector polygons, morphing and overlaying graphics to produce an effect that wouldn't look out of place in a rave video. Much of the demo is based around an animation of a silhouetted dancer, which then transforms into a variety of other shapes.

ANIM

The title screen to *State of the Art* may not give you too many clues about what to expect from the rest of the disk. But after just a few minutes...



...you'll be drawn into a smoothly animated dance world experience of groovy psychedelic images and a quite stonking rave soundtrack.

The music is also distinctly raveish, and overall the whole audio-visual attack produces a stunning effect. It's coded by the noted demo crew Spaceballs, and shows just what some seriously talented artists and programmers can do when you let them loose on an Amiga.

QUALITY TIME

ANIM

Eric Schwartz is known as the Walt Disney of Amiga animation, and he has an undeniably unique style. His well-rounded characters are definitely well-developed.

Some people who contribute regularly to the Amiga PD scene have become near legends and one such person is Eric Schwartz, who has produced many excellent animations for the Amiga. The latest of these is *Quality Time*, which details the adventures of Flip the Frog and Clarisse the Cat, who are trying to spend a little, erm, time together. Unfortunately, people keep interrupting them.

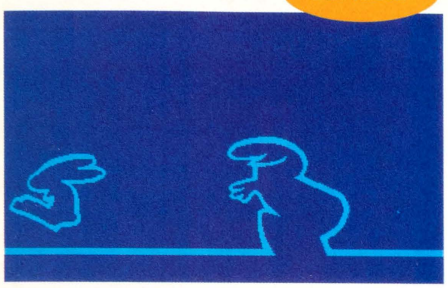
Eric has a definite style all of his own, and he's developed his characters over several years. His animations are always extremely well produced using professional methodology, with excellent scripts, tight storyboarding and great sound effects. This one is well worth investigating, although you will need 5Mb of memory to do so. As well as Schwartz, animators such as Andrew Shepard and Tobias Richter are ensuring that the demo animation scene is still as healthy as ever.

EVERY MONTH IN AMIGA FORMAT

The monthly magazine runs two regular columns which keep you up to date with the rapidly changing world of Amiga PD. PD Update looks at what's happening in the world of utilities and games, while PD Demo Zone checks out the latest demos, music and slideshows to appear.

LINUS

ANIM



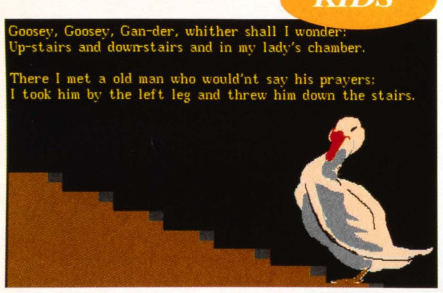
Rather like one of those award-winning Czechoslovakian cartoons you see on Channel 4, this uses a simple enough technique but it is actually very, very funny.

This is a short animation based around the adventures of a small pencil drawn figure and a rabbit. Sounds weird? Well, it is. The text that scrolls along the top of the screen isn't particularly helpful since the animator, Bjarke Viksoe, is a native of Denmark, and it's all in his native tongue. Just shows how international the PD scene is.

It all begins with a pencil drawing a wavy line, and a figure on the right. This figure then decides to dive into the wavy line, which is, of course, some water. Unfortunately, it's not very deep, and a slightly bent nose occurs. The pencil then removes the water, and replaces it with a cute little bunny rabbit, who bounces off, pursued by the man. I won't tell you the ending, as you wouldn't want to get hold of the animation then, would you?

CHILDREN'S FAVOURITES

KIDS'



Call me twee if you will... (*OK, whatever you say. You're a tree – Rich*) but I like this. It has a kind of oldie worldie, lost bygone era... (*oh shut up – Ed*).

Just to prove that the Amiga demo scene isn't completely composed of rave tracks and mind-blowing animations, this disk contains five favourite children's songs, including *Polly Put the Kettle On* and *I Saw a Ship a-Sailing By*. The graphics aren't outstanding, but it's good to see some different types of music available.

UTILITIES

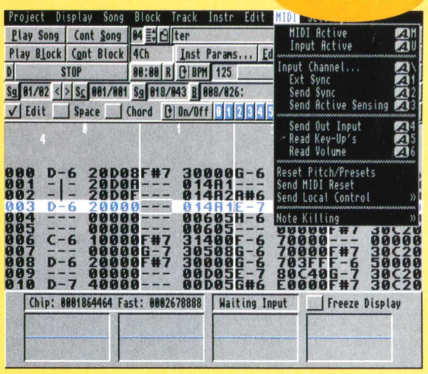
On a more serious note than demos, this is a pretty wide area to cover, including anything from music programs to disk defragmenters, image processors to virus killers. There's an awful lot of PD utility programs available for the Amiga, but these three should form the basis of any collection…

OCTAMED PROFESSIONAL v4

UTIL

If the music from some of the demos mentioned on the left whetted your appetite, you'll probably want to start writing your own tunes. The best place to start is with a program such as *OctaMed Professional version 4*, which should be available from any good PD library. This can handle both samples and synthsounds (computer generated sounds), and is very easy to use. Although the Amiga only has four sound channels (that is it can play up to four sounds at once), *Octamed* uses some clever programming to double this, giving you up to eight sounds at once. It can also control MIDI instruments , so you can link it up to external drum machines, keyboards, and so on.

Some people don't like the way that *Octamed* works, but fortunately there are alternatives. The most popular of these is *ProTracker*, version 3 of which was given away on the Coverdisk of *Amiga Format* Issue 48.



Reducing music to a list of numbers might look a little odd, but it means you can write your own hit tunes.

VIRUS CHECKER

One of the more unfortunate things you may come across while using your Amiga is a computer virus – a rogue program which hides in your machine, copies itself on to your disks and, when triggered, may well do something unpleasant to data on your disks. Viruses aren't as common as many people think, but they can cause problems if one gets on your machine.

The best way to avoid this is to scan every new disk you receive with a program such as *Virus Checker*. When you put a disk into the drive, this program will check the disk to make sure that nothing unpleasant is hiding on it. Various other good virus programs are available, including *VirusZ* and *BootX*. You may never be given an infected disk, but a virus killer program is still an essential program for every Amiga user.

VIEWTEK

You've probably already played around with the copy of *DPaint IV AGA* that was included with your A1200, and you may have created several lovely pictures that you want to show to other people. However, it's a bit of a pain having to load *DPaint* every time you want to look at your masterpiece. Do not despair, your troubles are at an end.

Viewtek will display all of your images and even your animations, including any using the new AGA modes. It's written by Thomas Krehbiel, who was one of the people involved in writing GVP's *Amiga Format* Gold-winning image processing program, *ImageFX*.

GAMES

UCHESS

GAME

***UChess* plays a pretty fiendish game of chess, especially when you get on to the more difficult later levels. Don't say I didn't warn you...**

Computer chess games are almost as old as computers themselves. Ever since the days of the ZX80, programmers have been working on new programs which were faster, cleverer and more likely to beat human players. One of the latest is *UChess*, which is an extremely powerful program. It's even got a list of text-book openings which you can add more to. Unfortunately, all this power has a price. It needs at least 4Mb of memory, which means it won't run on your A1200 unless you add some extra memory.

DEFENDER

GAME

One of the first classic video games in the arcades in the early Eighties, *Defender* is still as much blasting fun as ever – and it's available in an Amiga PD variant.

Written in the excellent *Blitz Basic 2* programming language, this is a faithful conversion of the classic Williams arcade machine. There have been many other versions of this game, but this is the best. If you've not come across it before, the aim is to zoom along the surface of a planet blasting aliens intent on kidnapping the planet's inhabitants. If they succeed, the planet disintegrates and all of the aliens gang up on you. It should be obtainable from any good PD company, but it's also available on the Coverdisk of Issue 52 of *Amiga Format*, along with a useable version of *Blitz Basic 2*.

ASOKOBAN

Not all Amiga PD games involve blasting aliens. Some involve thought and patience, this one included. The basic idea is to move several bags of cash into a bank vault using only a floating pair of eyes. Sounds simple? Well, it would be, but if you push a bag into a corner, you're finished, as you can't get them out of the corner again.

With 85 levels, this one should last you a fair time. What's more is that this game multitasks happily, so you can have it running at the same time as other programs.

WorkBENCH

Probably the most important floppy disk you will own, apart from your favourite game, will be the Workbench disk. Here's why...

EVERY MONTH IN AMIGA FORMAT

One of the slight downers about owning a shiny new Amiga 1200 is that you need to learn an awful lot very quickly. But what do you do if you get stuck, have a problem or a question that desperately needs answering? Simple! Write to Workbench, the part of *Amiga Format* magazine that answers your questions and gives you a bit of a helping hand. We can't faithfully promise to answer every letter, but we do our best to help!

THE AMIGA'S WORKBENCH is the control centre of the machine, but it can be confusing, especially if you haven't owned a computer before. The manuals are good, so do try to read them through once or twice, but as a simpler alternative here is the *Amiga Format* quick guide to Workbench and how to use it...

The Amiga's operating system, the software that makes the computer work, is actually split into two parts. The routines for getting the chips going, running the disk drive and handling data are stored on a chip inside the machine called the Kickstart ROM (Read Only Memory) chip.

There is sufficient information about the Amiga's workings stored in Kickstart for many programs, such as games, to work without any additional help, but in order to use AmigaDOS and the icon-driven environment that makes the Amiga the machine it is, you will have to load up the other half of the operating system.

This is kept on a floppy disk, which is known as Workbench. When you turn your machine on it will ask you to insert your Workbench disk into the drive. When the disk is inserted, the software is then loaded in automatically.

The Amiga Workbench itself, which came second in a recent survey of all computer operating systems, is what is known as a WIMP system which stands for Windows, Icons, Menus and Pointers. It is very similar to the system used by Apple Macintosh computers and the PC Windows system.

All disks that you might want to use or programs you might want to run are represented graphically on the screen as little pictures, or 'icons'. They are operated by using the mouse, a device which translates its physical movement on a table into instructions which move a small pointer around the computer's screen.

The mouse has two buttons on it, and these can be used to ask the pointer to activate whatever it happens to be on top of.

In this way, the mouse is used to run programs, access disks and copy files. It may take a while to get used to, but it does become second nature, and it is certainly a lot easier than learning lots of complicated commands and spending all your time typing things in.

There is another side to the Amiga which does let you type in commands directly. This is done through the Shell, which is a very interesting and important side to your new machine and deserves more space than we can afford here, but worry not because *Amiga Format* regularly covers useful hints and tips and explanations of how the various Shell commands work.

The easiest way to become familiar with Workbench is to play around with it: but make sure you make a copy of your Workbench disks first, following the instructions in the manual, and use only the copies. There is nothing you can do with the mouse or type in that could damage your machine – the worst you can do is delete some of the data on your disks, but if you are using a copy there is nothing to worry about. Have fun!

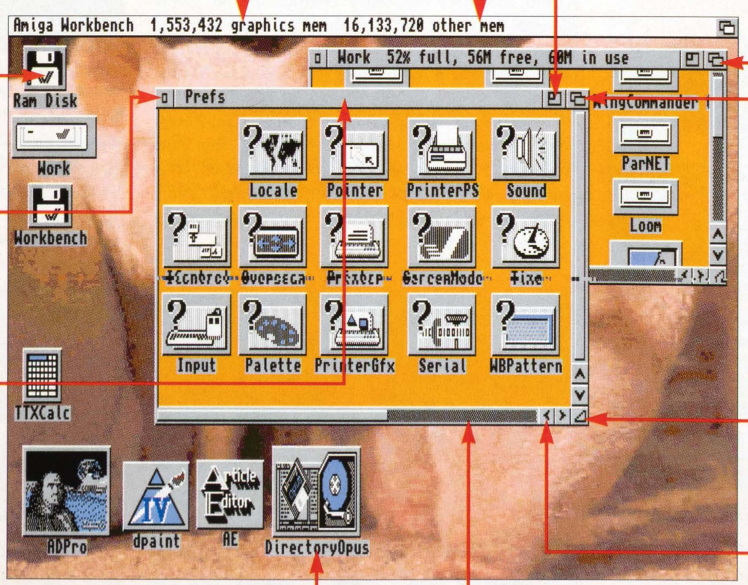
A WORKBENCH SPOTTER'S GUIDE

These two pictures show what all the little fiddly bits found in Workbench windows are called, as well as what they mean and how you go about using them....

The title bar displays in bytes how much free graphics memory you have on your system. This should be slightly over 1Mb on an unexpanded A1200, since some is used up by Workbench itself.

Next to the graphics memory the amount of other memory, called fast memory, is displayed. On an unexpanded A1200 this will be 0 bytes, since no fast memory is fitted.

The zoom gadget will change the size of the window when you click on it, to be its maximum or minimum size.



This is a disk icon. Double-clicking with the left mouse button while the pointer is over this icon will open a window displaying the contents of the disk.

To close a window simply click once with the pointer over this close gadget.

Windows can be dragged around the screen by clicking and dragging anywhere on this top bar.

Click and drag means to click once and, holding the mouse button down, move the mouse around.

Depth gadgets are used to send windows backwards and forwards. Just click once and the selected window will pop to the front, or if it is already at the front, it will go to the back.

This is a resizing gadget. Click in this and hold down the left mouse button. You may then move the mouse to change the size and shape of the window. Release the button when you're happy.

The scroll gadgets can be used in preference to the scroll bar for moving the visible window area.

This is a program icon which has been left out on the Workbench. Double-clicking on it will make the program run.

The scroll bar is for moving the viewing window along when there are icons hidden off the edge of the current viewing area. The filled area shows the range that is visible and the shaded area shows that there is a part of the window where icons exist, but are presently hidden.

THE TOP 20 WORKBENCH QUESTIONS ANSWERED IN FULL

There are always more questions than answers, but here at *Amiga Format* we have heard most of the questions and quite often come up with one or two of the answers as well. Here are the questions most often asked by new Amiga owners – and, of course, the answers too!

Q What is the difference between chip memory, graphics memory and fast memory?

A Well, chip memory and graphics memory are the same thing. In earlier versions of Workbench it was called chip memory but this was thought to be a bit confusing because all memory is on chips. However, calling it graphics memory isn't much better as it can be used for other things apart from graphics.

Essentially, graphics memory is RAM which can be used directly by the Amiga's custom chips for graphics and sound operations. Fast memory is often a bit faster as it can only be used by the CPU processor, which means it doesn't have to wait while the other chips have a go. Some applications require a great deal of graphics memory, but the 2Mb standard in the A1200 is an awful lot, so you should be safe enough not to worry.

Q I am trying to save a file to a disk, but I keep getting a message coming up saying 'Disk is write protected'. What is going on?

A Simple. The write-protect tab on the disk is open, which means you can't put anything else on the disk.

There is a hole in the top right-hand corner of every 3.5-inch disk. When you can see through the hole, the disk is write-protected and you cannot change any of the information on that disk, although it is still possible to read information from it.

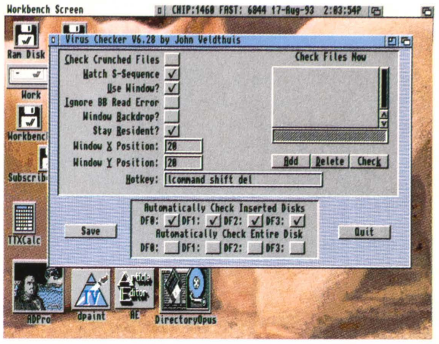
To un-protect a disk simply slide the black plastic tab over until it clicks into place and covers the hole. Beware that many disks are write-protected for a reason, though, such as original program disks, games and important data disks.

Q When saving data to a disk I occasionally get a 'No disk in drive Df0:' message. When I click 'Retry' everything continues as usual, but why does this happen?

A The Amiga only checks for a disk in the drive about once a second. As soon as it finds one it takes about another second or two to read the information from the disk so that AmigaDOS knows exactly what kind of disk it is. If you insert a disk and try to save data to it before the Amiga has recognised it as a valid device (a proper Amiga disk) the system will display this message.

Nothing bad has happened, but try to be a bit more patient in future.

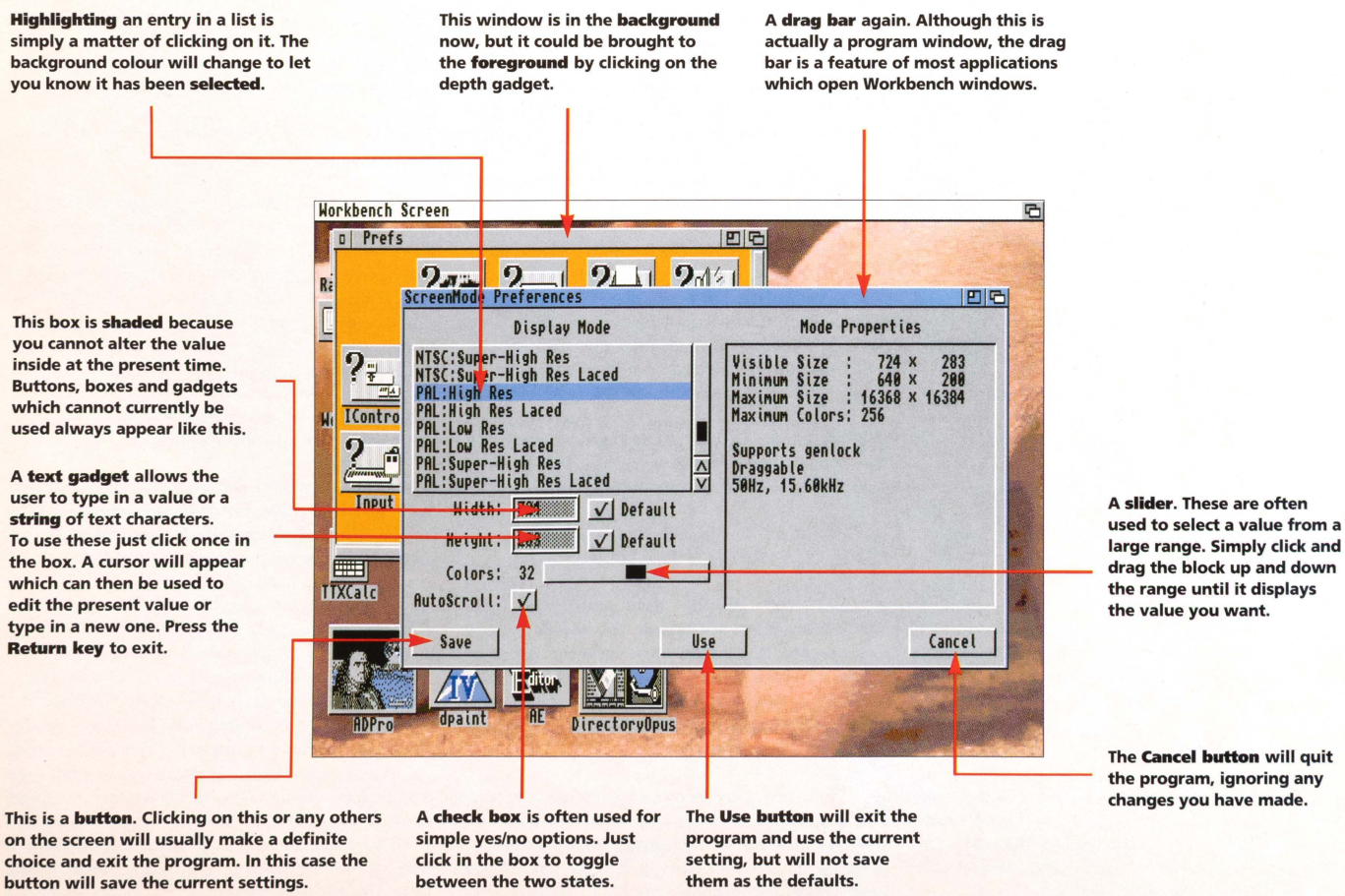
Q When accessing my disk, a message came up saying 'Disk Aethelfrith has a read/write error on block 238'. What is going on?



The excellent *Virus–Checker program* will reside in memory and save you from catching something nasty.

A Firstly, Aethelfrith is a very silly name to give your disk. Secondly, I'm sorry to say that you have damaged the disk in some way and it no longer works properly.

You could have damaged it in a number of ways; because you removed it from the drive while it was being accessed (while the disk drive light was still on), or maybe because it was stored in too hot a place or too near a magnet, or possibly even because it has been damaged by a virus. The only thing you can do is run a disk recovery program and hope to get your data back.



In any case, it is probably best not to use this disk again, even if you have re-formatted it. If you can get it to work, copy all the data off it to a new disk.

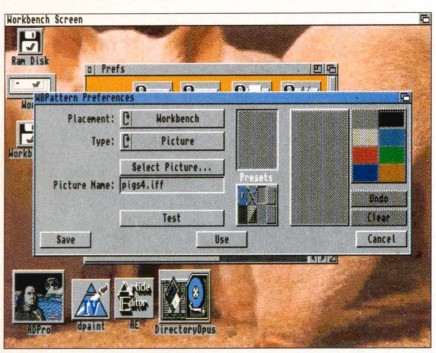
Q I hear a lot about these virus things. What are they and what do they do? How can I prevent myself from becoming a victim?

A A virus is a program which sneaks into your Amiga's memory, usually via a floppy disk, and then attempts to do two things: replicate itself onto any disks it may come into contact with and advertise its presence either by making your system do strange things (like the mouse move in the wrong direction, files disappear, etc) or by causing actual damage to your data.

In practice there are two types of virus: ones which spread via the bootblocks of a disk (which are always read when the disk is inserted into a drive) and ones which attach themselves to program files. Bootblock viruses have more or less died out because they are fairly easy to spot with a virus-checking program.

The second type, often known as IRQ viruses, are slightly harder to detect, but most good virus cheking programs will be able to spot them.

You should get a virus-checking program immediately and install it on your Workbench disk so that it is running all the time. All PD suppliers will be able to sell you a decent program such as *Virus–Checker* or *VirusZ* which are up to the task of keeping your disks clean.



If you really must put a picture on your Workbench, this is the Preferences program you need to use.

Q How do you get those nice pictures on your Workbench screen?

A I don't know! Decades of silicon technology refined into a cutting-edge home computer and they want to put pretty pictures on the Workbench backdrop!

OK, it's really quite easy. You need to open the Preferences drawer and double-click on the icon called WBPattern. This controls the patterns in the background of Workbench and any windows you open.

To get a picture on the Workbench, click on the box named type until it says picture. You can then type in the name of the *Deluxe Paint* picture you want, or click on the select Picture box, which will call up a file requestor. Once the picture has been selected click on Save and the picture will appear as if by magic.

Q I have a PC/Macintosh/other piece of expensive and outlandishly backward hardware which I use often at school/in the office/in the outside toilet. Can I transfer data between this inferior machine and my Amiga?

A Yes you can. Workbench 3 comes with a program called *CrossDos* which enables the Amiga to read PC disks. Since the Macintosh can also write PC disks via *Apple File Exchange* this also means that you can transfer files between Amiga and Mac using PC disks.

Unfortunately you may not be able to use the files. Programs that were written for the Amiga will not run on the PC or Mac and vice-versa. You will be able to use plain ASCII text files on all machines though, and there is usually a program that will translate graphics files for you.

If you want to run the same software on both machines you need a hardware or software combination called an emulator, which will trick your Amiga into thinking it is a PC for a bit.

Q When I put my fabulous game disk into my Amiga a little picture comes up on the Workbench and underneath it says 'DF0:NDOS'. What on earth is going on?

A The disk you have put into your drive can be read by the Amiga, but it is not in a format that AmigaDOS can understand. This often happens with games disks because they are copy-protected, which involves a custom bootblock to tell your computer how to access the data.

Because the Amiga can't access the data through Workbench this makes it much harder to copy the disk and means that nasty people don't make copies and give them away to their friends. To run these disks you must boot up on them directly, not through Workbench.

Q People keep advising me to put certain programs on my Workbench disk, but there isn't enough room. What can I do?

A Unfortunately there is never enough room. If you have enough money it is a good idea to buy a hard-drive. Having said that there are probably a few things on the Workbench disk which you don't actually need – you could throw these away, but be sure that you are using a copy of your original disks.

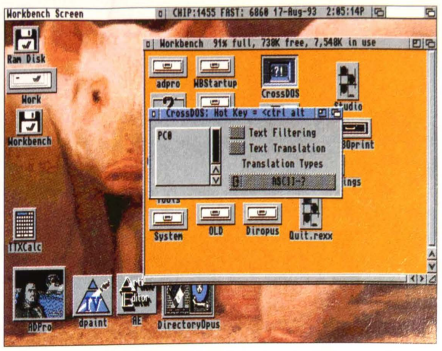
Many of the commands in the C directory won't be much use to you. Similarly the printer devices and drivers are no good if you don't have a printer. Even more unfortunately you will have to find out for yourself which things you do use and which you don't before you can throw anything off – nobody else can make that decision for you.

Q My friend had an Amiga and it could do speech just by typing things into a little window. How do I do that on mine?

A You don't. The speech handler was removed from Workbench 3. Thankfully.

Q Lots of people have told me that Commodore are about to launch a new machine and that I have been suckered into buying mine before the new one (which will be at least six times as good and half the price) comes out. Is the machine I have saved all my pocket money for about to become obsolete?

A There are always rumours that a new machine is about to be launched. Whatever happens, your machine will be well provided for because so many have been sold already. People that tell you these things are either a) stupid, b) jealous or c) the marketing manager for Commodore UK. Only if they are the third type of person should you believe that there might actually be a new Amiga in the offing.



***CrossDOS* will enable you to transfer data to and from other makes of computer.**

No, in fact the current state-of-the-art Amiga range comprises your amazing A1200, the A4000 and the CD^{32} console, and this will not change at all in the near future.

Commodore have recently announced plans for a super computer to be launched mid 1994. Far from this new machine being half the price of your A1200, it is likely to be priced to compete with Pentium PC's (around £5000).

Q I often see references to Commodore as owning the Amiga and also some strange companies with names like CBM and "the Big C". Who are they all?

A They are all Commodore. CBM is short for Commodore Business Machines, the company's correct full name. "The Big C" is a name journalists use for Commodore, referring to their capital C corporate logo.

Q I see a lot of things which mention IFF files. What are they?

A In the early days of the Amiga everyone got together and decided it would be a nice idea if everyone's graphics software used the same file structure, so a picture from *Deluxe Paint* could be loaded into any other art package. So it was that they came up with the first Interchangeable File Format specification.

Since then there are IFF file types for everything from sound samples to structured drawing data. Generally when people talk about IFFs they are referring to a picture file, though.

Q At the moment I am using my Amiga through the RF Modulator output and connecting it to my TV. What advantages would there be, if any, in getting a monitor and using that instead?

A A monitor is just like a TV which can't receive telly signals but has one amazing advantage – picture quality. A monitor uses the pure RGB (Red Green and Blue) signal from the back of the computer and uses this information to drive the picture directly. A modulated RF image contains the same information but it is encoded, transmitted down a few feet of cheap cable and then decoded by the TV. The result is often a slightly blurred picture.

The other advantage of a separate monitor is that you won't have to stop using your Amiga when *Coronation Street* is on.

Q **I don't think I can afford a proper monitor, but the blurred screen on my TV is doing my head in. Isn't there something else I can do?**

A If you are lucky you may have a TV or video which can accept a composite image. This is another way of transmitting image data, but it provides a clearer picture. The Amiga has a composite output which can be used to supply this type of signal to your display.

Q **The last guy thought he had problems, but I can't even get a picture at all with my RF Modulator signal. Not only that, but now my video seems to be bust as well. What gives?**

A When you are trying to tune in a TV or video channel to the computer's output, you may find that the computer is trying to transmit on the same channel as your video recorder. Try adjusting the transmission channel on the Amiga's RF Modulator output by adjusting the little screw next to the socket. You may need to experiment with this to get the best results.

Q **I want to write a program for my new machine. How do I go about it?**

A Well, first of all you need to decide whih language to write it in. The Amiga is now supplied with ARexx instead of the Basic, and ARexx is not a language which is suitable for beginners. If you are just starting out it is a good idea to look at something like *Blitz Basic 2* or *AMOS*.

Q **Hang on a bit! You just said that the Amiga comes with ARexx, but I don't see anything about it in my manuals. Why not?**

A ARexx is an integral part of the Amiga Workbench now, but A1200 owners are not supplied with manuals on how to use it for their own devious ends. The best idea is to buy one of the numerous books on the subject, like *Mastering Amiga ARexx*, published by BSB (0923 894355).

Q **What printer should I buy?**

A It depends on what you want to use it for. If you are just going to output lots of text and the occasional picture a 9-pin dot matrix such as Commodore's MPS 1550 or the Citizen 120D is a good buy. If you need to produce business-quality letters and realistic photographs, then you might be well advised to choose a Canon BJ230 bubblejet or a more expensive Panasonic KX laser printer – you can even use professional Postscript devices with your Amiga. On the other hand you might want something with colour…

Q **OK, I get the idea. So how should I go about getting one?**

A The best way is to make up your mind exactly what you need it for and then go and visit a local dealer and discuss it with him. No-one is forcing you to buy on the spot, but if it is your first printer the back-up and support of a local dealer an come in very handy. Make sure you tell them that it is for an Amiga and ask them if they supply specific printer driver software for it.

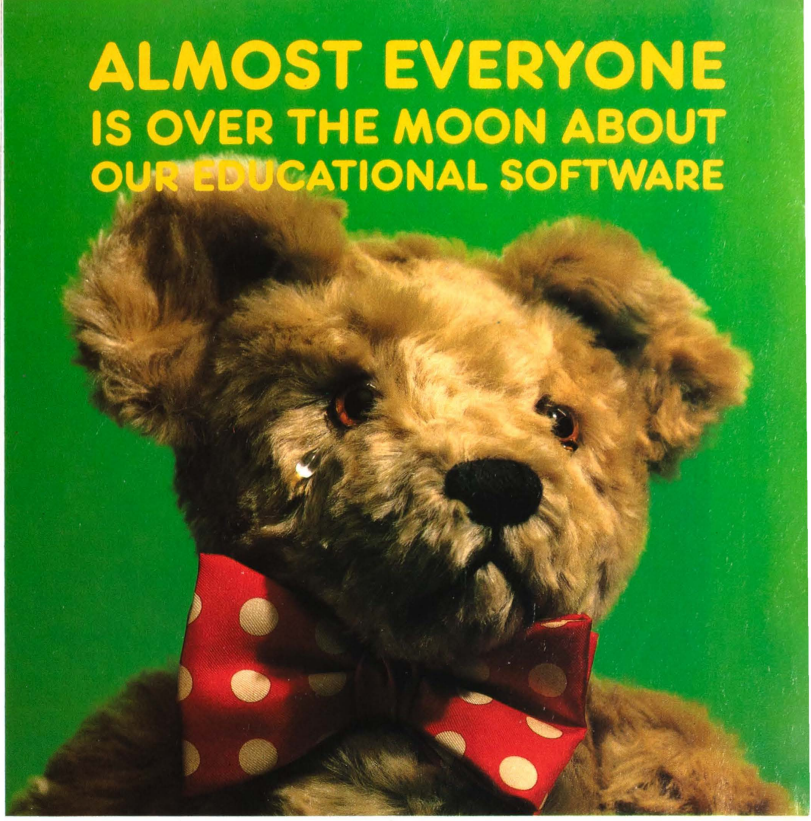
Q **I keep seeing extra floppy drives for sale. Is this because the one in my machine is unreliable?**

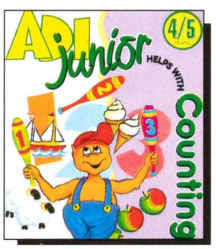
A No, but many people feel that one is not enough. This is very true if you don't have a hard drive. You can add up to three extra floppy drives to the A1200, but usually one extra is enough. Disk drives, including Commodore's own 1010, can be had for about the price of two games and they make such a difference. Some games will detect an extra disk drive and use it, so it does benefit gamesplayers as well as those who like to dabble with AmigaDOS.

Q **How come you're so clever and know all the answers then?**

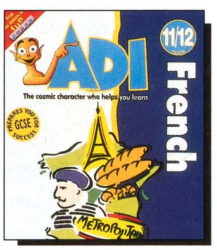
A Because I ate my spinach and got at least eight hours sleep when I was a boy, and I always did what my mummy told me. That and I lie a lot. If you have some tricky question which only the most amazing genius in the world could answer, send it to me (Nick Veitch) at: Workbench, ***Amiga Format***, 30 Monmouth Street, Bath, Avon, BA1 2BW.

The most interesting, most commonplace or most heart-rending pleas will be answered each month in the hallowed pages of the world's biggest and best Amiga magazine.

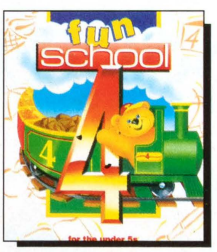




THE ADI JUNIOR RANGE
For 4 to 7 year olds.



THE ADI RANGE
For 11 to 15 year olds.



FUN SCHOOL 4
For 3 to 11 year olds.

FUN SCHOOL SPECIALS
For 5 to 13 year olds.

Big Ted hasn't had a hug in months.

But is it any wonder? Europress have gone and brought out an all-bleeping all-flashing software range which actually teaches kids as they play!

So it's a kids' paradise and a parent's dream.

The Fun School packs cover lots of favourite topics, while the Fun School Specials take a good long look at tricky subjects like Maths and Speling (oops) Spellnig (sorry) Spelling.

Look out for the ADI range for older kids - every bit as fun-packed but with a more academic slant to help students sail through their GCSEs.

There's even an ADI Junior pack for budding Nobel Prize winners.

But a word of warning: if you're going to give the kids a special surprise, keep it hush hush from the cuddly toys. After all, it may be too much for teddy to bear.

europress SOFTWARE

CREATIVE EDUCATION

Europress Software, Europa House, Adlington Park, Macclesfield, SK10 4NP.

We Put Your Pieces Together

Puzzled about music and the Amiga? Look to us for the answers!

At The Blue Ribbon SoundWorks, we've developed a strong lineup of talent. Each of our products receives the special care it takes to produce a winner. That's why you'll find a Blue Ribbon on every box!

Take **SuperJAM!** With this **automatic copyright-free composer**, you'll be writing the next hit song or creating the **perfect soundtrack for your video production** in no time. SuperJAM! comes with over 30 different musical styles and a backup band that performs beautifully, whether it's Mozart or Motown. And with the **Extras Disks** for SuperJAM!, you can **instantly increase your repertoire** with styles like Fusionist, FunkJungle, Rachmaninoff and Rockapeggio. £99.95

Our **One-Stop Music Shop turns your Amiga into a powerful music machine!** This hardware-software combination includes all you need to get 16-bit stereo multi-timbral audio for an incredible price! £569.95

When you're ready for **multi-track recording, automated mixing, notation printing and state-of-the-art MIDI sequencing,** you're ready for Bars&Pipes Professional. Special effects, multi-media sync, sophisticated harmonies, non-destructive editing, and an unlimited number of tracks for recording only begin to describe it. Plus, you can integrate it seamlessly with SuperJAM! £299.95

If you're into MIDI but don't need full power, check out Bars&Pipes, **music software made simple**. Bars&Pipes features multi-track recording, graphical editing, tempo mapping and more. Bars&Pipes is expandable, so it grows as you do.

Once the music is flowing, pick and choose from the Bars&Pipes Add-on Series. These packages make Bars&Pipes or Bars&Pipes Professional **even more fun to own.**

Use the **Creativity Kit** to **invent fresh musical ideas,** or the **Pro Studio Kit** for complete control of your MIDI studio. The **Internal Sounds Kit** eliminates the need for MIDI altogether. Imagine, multi-track recording inside your computer! To round it off, we present **Rules for Tools**, documentation and C source code for writing your own musical features.

To get organized, grab **The PatchMeister**, our graphical, **universally-configurable MIDI patch librarian.** It comes with dozens of MIDI drivers and templates. Don't see what you want? Make it yourself with the special driver creation feature. And, The PatchMeister integrates easily into Bars&Pipes Professional for the ultimate composition environment. £79.95

Want to triple the capacity of your MIDI studio? Use **Triple Play Plus**, our MIDI interface that includes **3 separately-addressable MIDI outs for 48 simultaneous MIDI channels.** Of course, we designed it especially for our software. No compatibility problems here. £169.95

Synchronizing with video and audio tape is simple with **SyncPro**, our **universal SMPTE synchronization box** for audio, video and multi-media production. Yes, it comes with special Blue Ribbon software and works with any Amiga application that supports MIDI Time Code. £189.95

The Blue Ribbon SoundWorks. When it comes to quality, we don't miss a beat!

Please send me details of the Blue Ribbon Range:

Name.....

Address.....

.....

.....

Town .....Postcode.....

Return to: Emerald Creative Technology Ltd
Rapid House, 54 Wandle Bank, Wimbledon
London SW19 1DW

THE BLUE RIBBON SOUNDWORKS LTD

Venture Centre
1604 Chantilly Drive NE
Suite 200,
Atlanta, GA. USA

The Blue Ribbon SoundWorks, Bars&Pipes, Bars&Pipes Professional, Bars&Pipes Add-on Series, Creativity Kit, Internal Sounds Kit, One-Stop Music Shop, Pro Studio Kit, Rules for Tools, Multi-Media Kit, MusicBox A, MusicBox B, SuperJAM!, The PatchMeister, Triple Play Plus and SyncPro are trademarks of The Blue Ribbon SoundWorks, Ltd. All other product and brand names are trademarks and/or servicemarks of their respective holders.